## Chess Program - Part 3   [C++]

Attempt the following questions one at a time. Do not attempt the next question before achieving the question you're working on, each question is structured to be done in order.

1.  Modify the `chess3.cpp` program so the ROOK case in the section labeled "`// draw board`" on lines 115 to 116 works properly.
2.  Modify the `chess3.cpp` program so the QUEEN case in the section labeled "`// draw board`" on lines 126 to 127 works properly.
3.  Modify the `chess3.cpp` program so the piece `type` draws instead of an `'X'` when drawing the board space at piece is on. Typically this is done at line 157, though also can be achieved nicely at line 109.
4.  Move the section labeled "`// draw board`" into its own function called `drawBoard()`. The signature for your `drawBoard()` function should look like this,
    `void drawBoard(int row, int column, char type)`