By submitting this assignment, I agree to the following:
  "Aggies do not lie, cheat, or steal, or tolerate those who do."
  "I have not given or received any unauthorized aid on this assignment."

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LAB 7A ACTIVITY 1

1. Create a checkers board by making a list of 8 lists.
   I.   (.) for empty space
   II.   (○) for player 1
   III.   (●) for player 2

```
. ○ . ○ . ○ . ○
○ . ○ . ○ . ○ .
. ○ . ○ . ○ . ○
. . . . . . . .
. . . . . . . .
● . ● . ● . ● .
. ● . ● . ● . ●
● . ● . ● . ● .
```

2. User inputs position of piece they want to move (usermove)
   I.   check for correctly formatted input by checking the characters
   II.   pieceRow = row of piece
   III.   pieceCol = column of piece
   IV.   If an 'empty space' in entered position,
          A. Print an error message
   V.   If user enters 'stop'
          A. Loop breaks, program stops running

3. User inputs the position of the piece they want to move to (usermove).
   I.   pieceRow2 = row of piece
   II.   pieceCol2 = column of piece

4. Checks if the second position is valid:
    I. on the board
    II. empty i.e no piece is present. If true, the piece will move to that position and the board will print. If false, print 'invalid move' and continue to ask for input until a valid input is entered
    III. diagonal to the first position (diag = True)

5. Perform the switch.
    I. Replace position 2 with piece located in position 1
    II. Replace position 1 with 'empty space'.
    III. Print the new board

```
if (pieceCol+1)%2!=0 and (pieceCol2+1)%2==0 and pieceRow!=pieceRow2 and 0<=pieceCol2<=7:
        diag = True
        board[pieceRow2][pieceCol2] = pieceID
        board[pieceRow][pieceCol] = e
        boardPrint()
    elif (pieceCol+1)%2==0 and (pieceCol2+1)%2!=0 and pieceRow!=pieceRow2 and
0<=pieceCol2<=7:
        diag = True
        board[pieceRow2][pieceCol2] = pieceID
        board[pieceRow][pieceCol] = e
        boardPrint()
```

6. Perform this until the user enters 'stop'