**Task Sheet 1**

* **Task 1:**

1. The program provides an error saying that 9 is outside the range of the FinishFile
2. The piece disappears off the edge of the board
3. The program states that this is not a legal move
4. The program provides an error saying that 9 is outside the range of the FinishRank
5. Trying to move the pieces off the right hand side and the bottom causes the program to crash, whereas trying to move the piece to the left hand side, the program functions as normal. Trying to move th epice off either of these directions should present the user with the message when trying to go off to the bottom of the board.
6. CheckMoveIsLegal()

* **Task 3:**

1. Get move()