

isPawn



```
graph LR; isPawn[isPawn] --> GetPieceOnSquare[S_BOARD::GetPieceOnSquare];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'isPawn'. The right box is white with a black border and contains the text 'S_BOARD::GetPieceOnSquare'. A blue arrow points from the right side of the gray box to the left side of the white box.

S_BOARD::GetPieceOnSquare