

8 Verweise

```
public class Bishop : Piece, IDiagonal
```

```
{
```

```
    public IBoardLayout board;
```

11 Verweise

```
    public Bishop(bool color, IBoardLayout board) : base(color) {
```

```
        ImageSource += "b";
```

```
        if (color) { ImageSource += "l"; }
```

```
        else { ImageSource += "d"; }
```

```
        ImageSource += ".png";
```

```
        this.board = board;
```

```
    }
```

40 Verweise

```
    public override bool IsMoveable(Square from, Square to)
```

```
    {
```

```
        return IsDiagonalMoveable(from, to);
```

```
    }
```

7 Verweise

```
    public override bool MoveIsValid(Square from, Square to)
```

```
    {
```

```
        return DiagonalMoveIsValid(from, to);
```

```
    }
```

6 Verweise

```
    public bool IsDiagonalMoveable(Square from, Square to)...
```

6 Verweise

```
    public bool DiagonalMoveIsValid(Square from, Square to)...
```

```
}
```