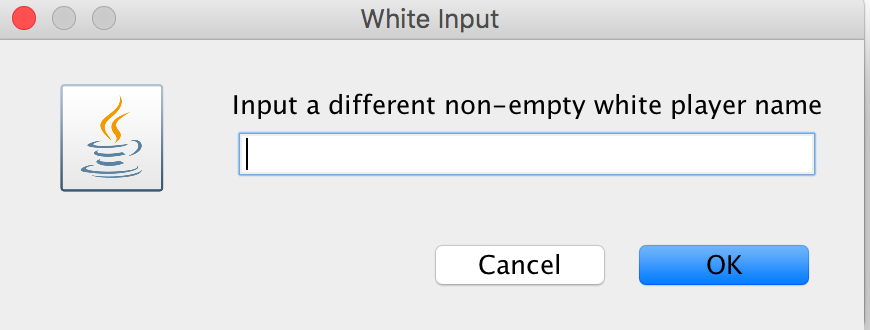
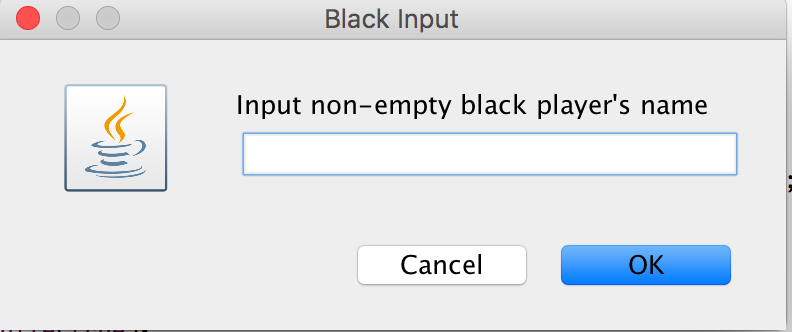
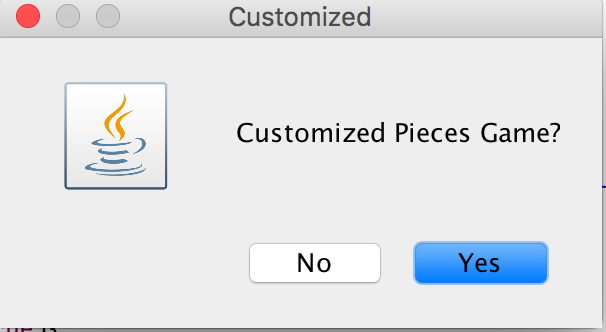
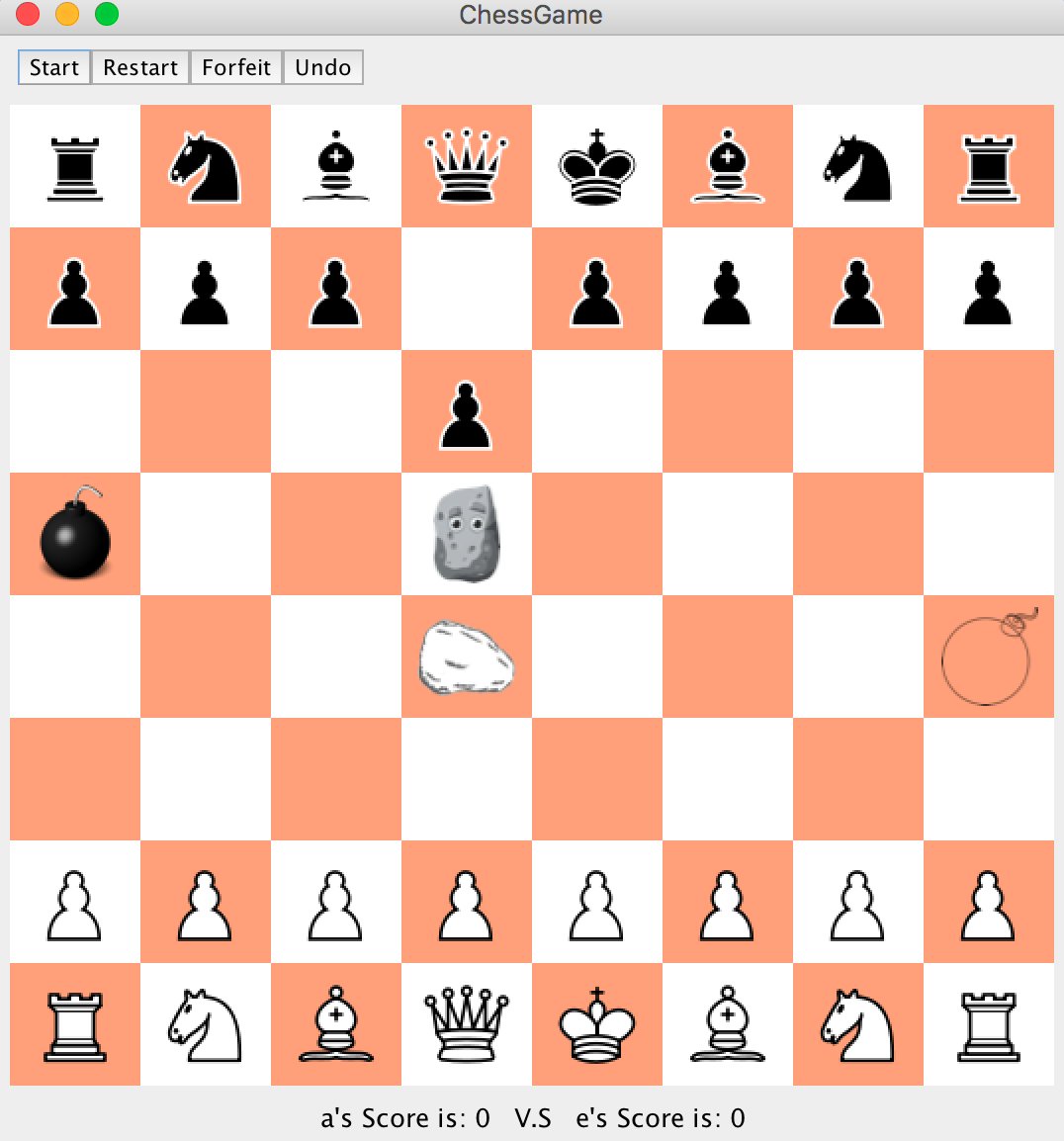
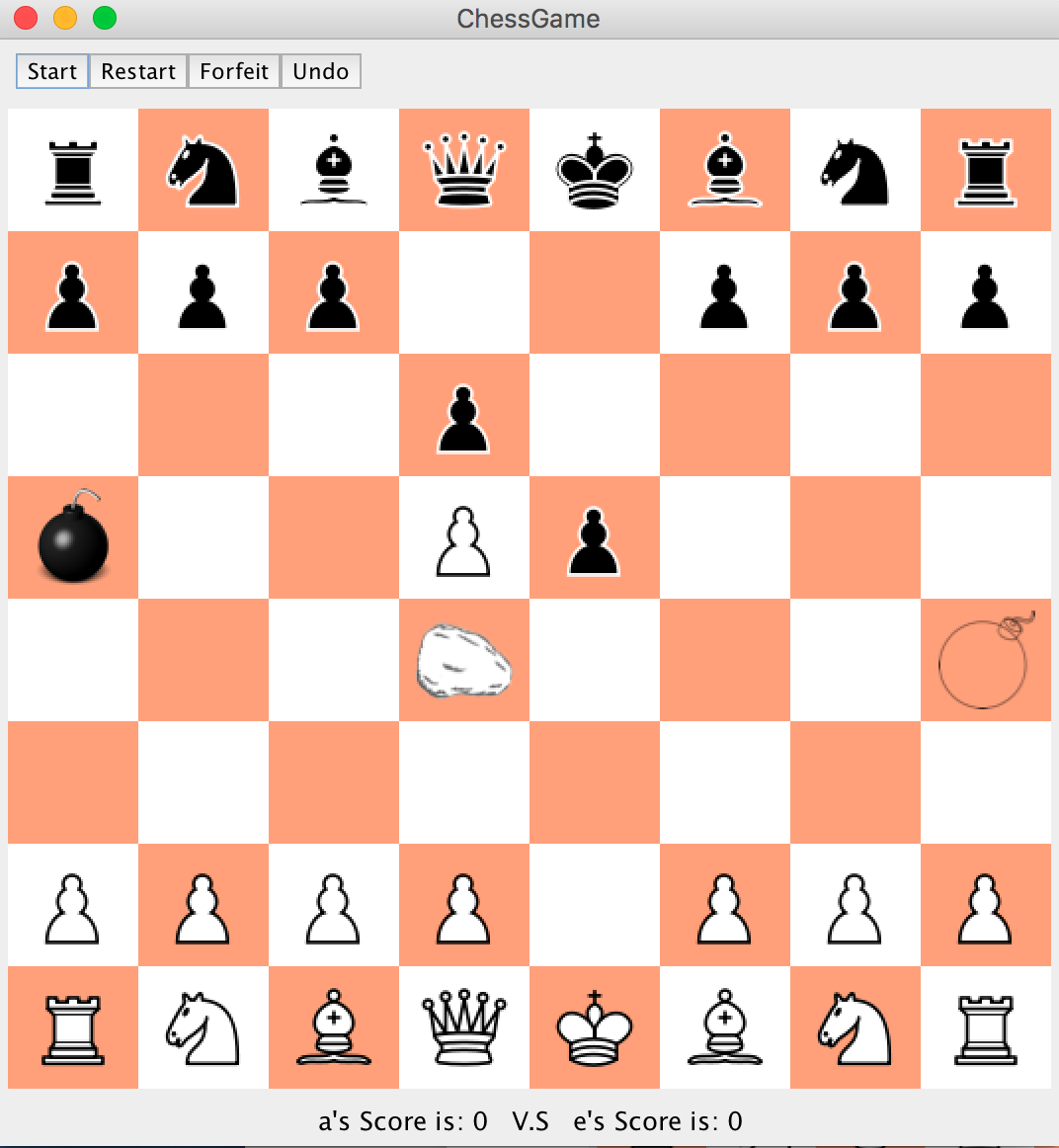
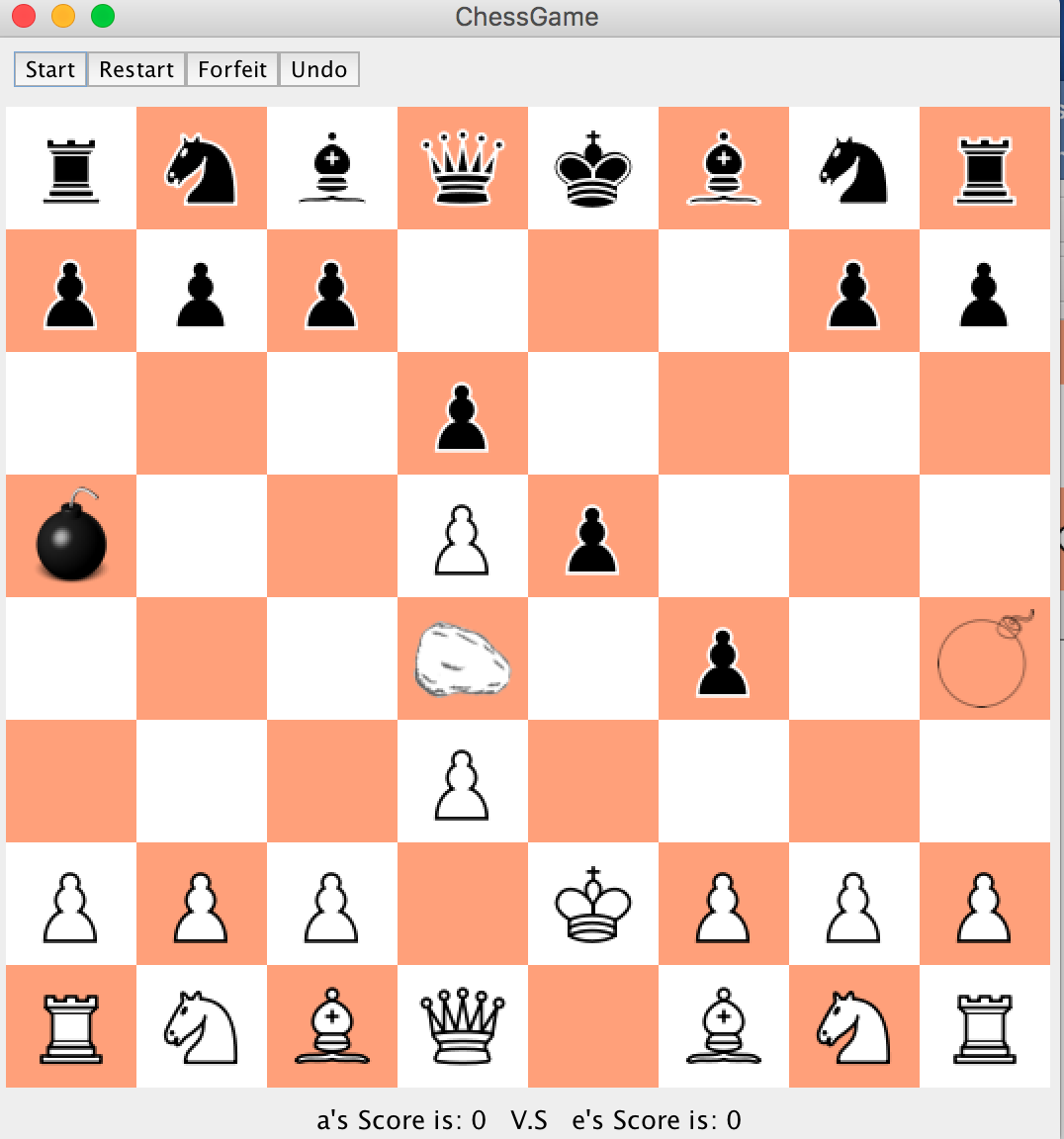
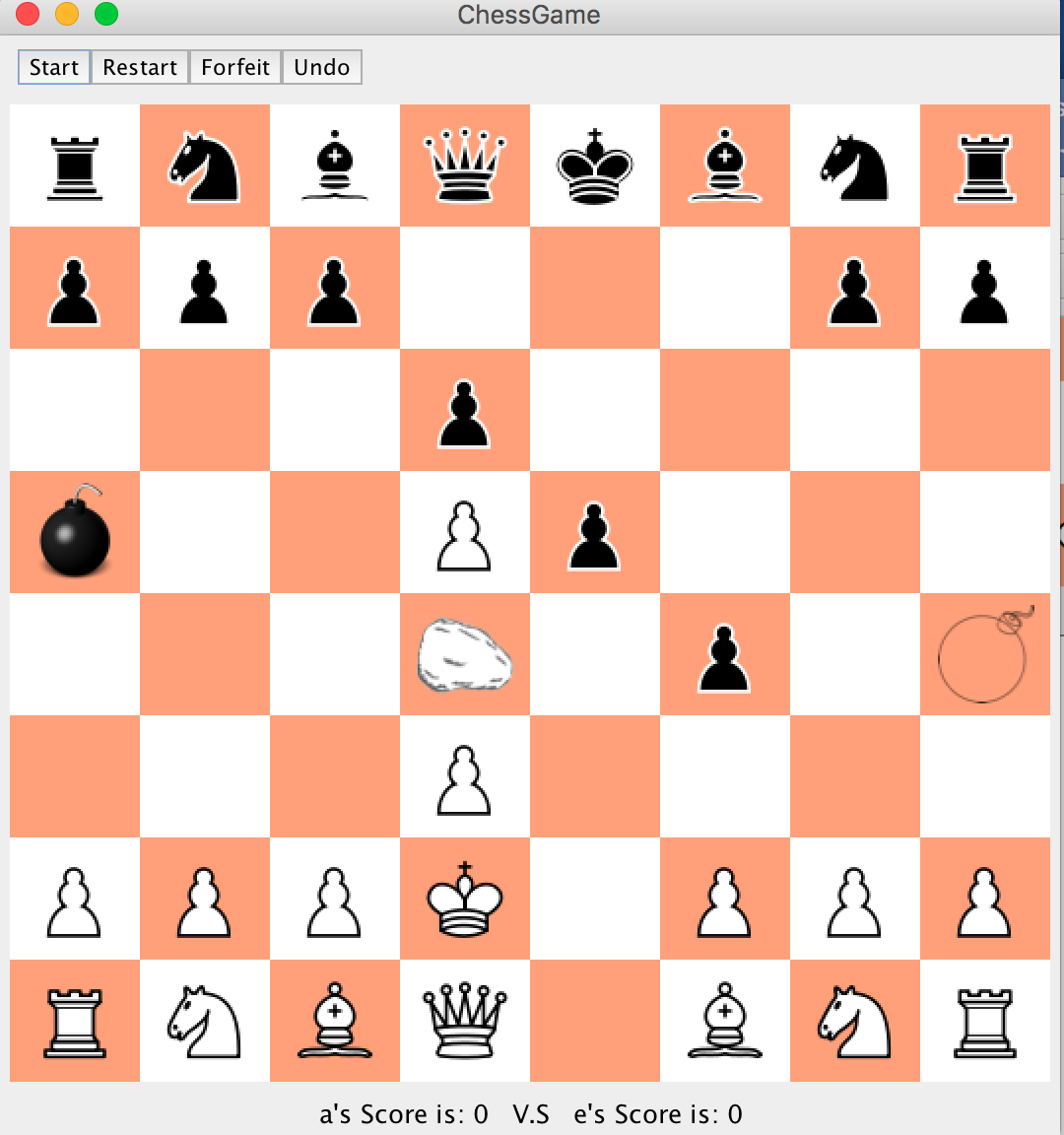
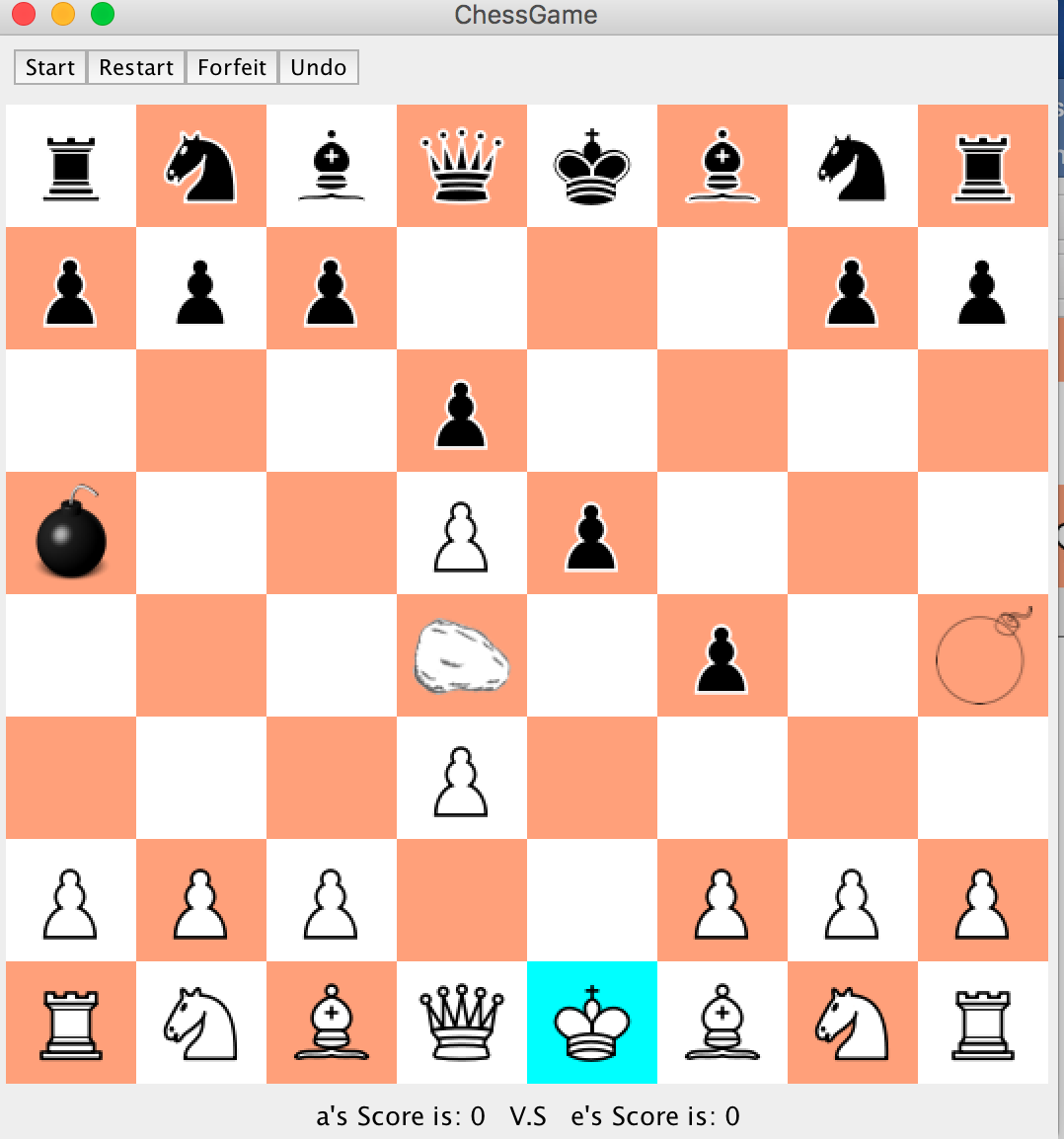
**Input**

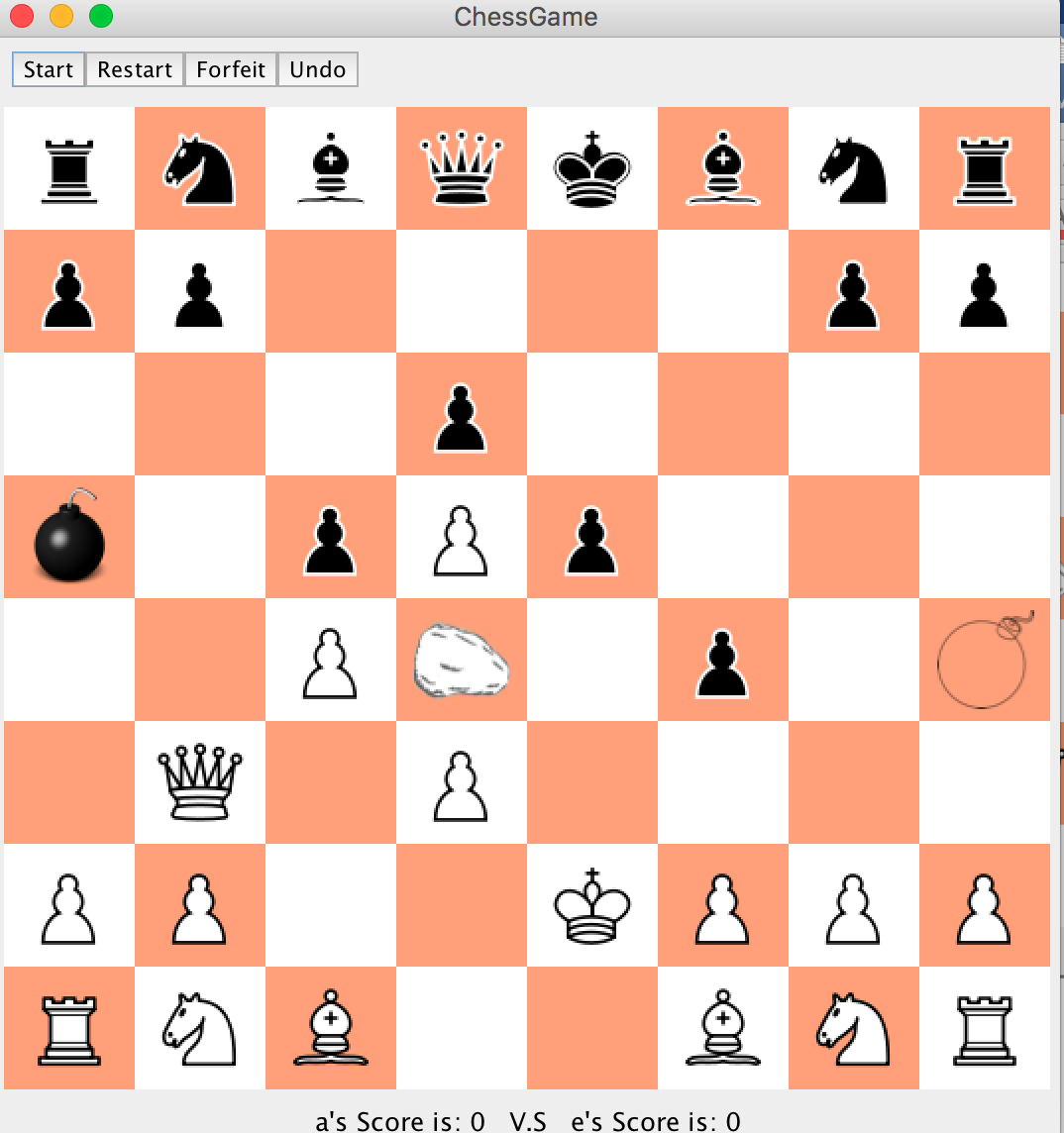
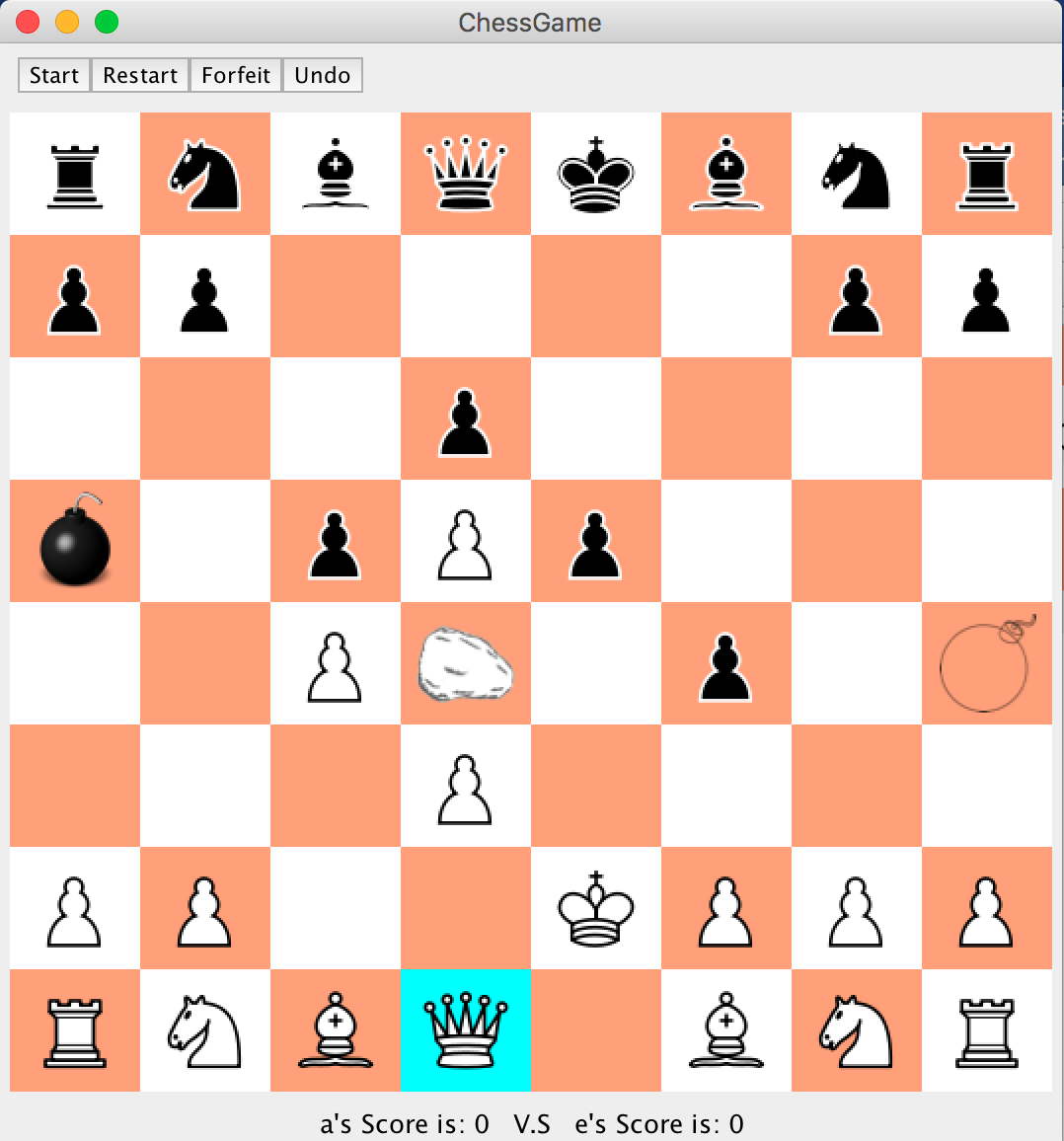
****

**Pawn Move: **

****

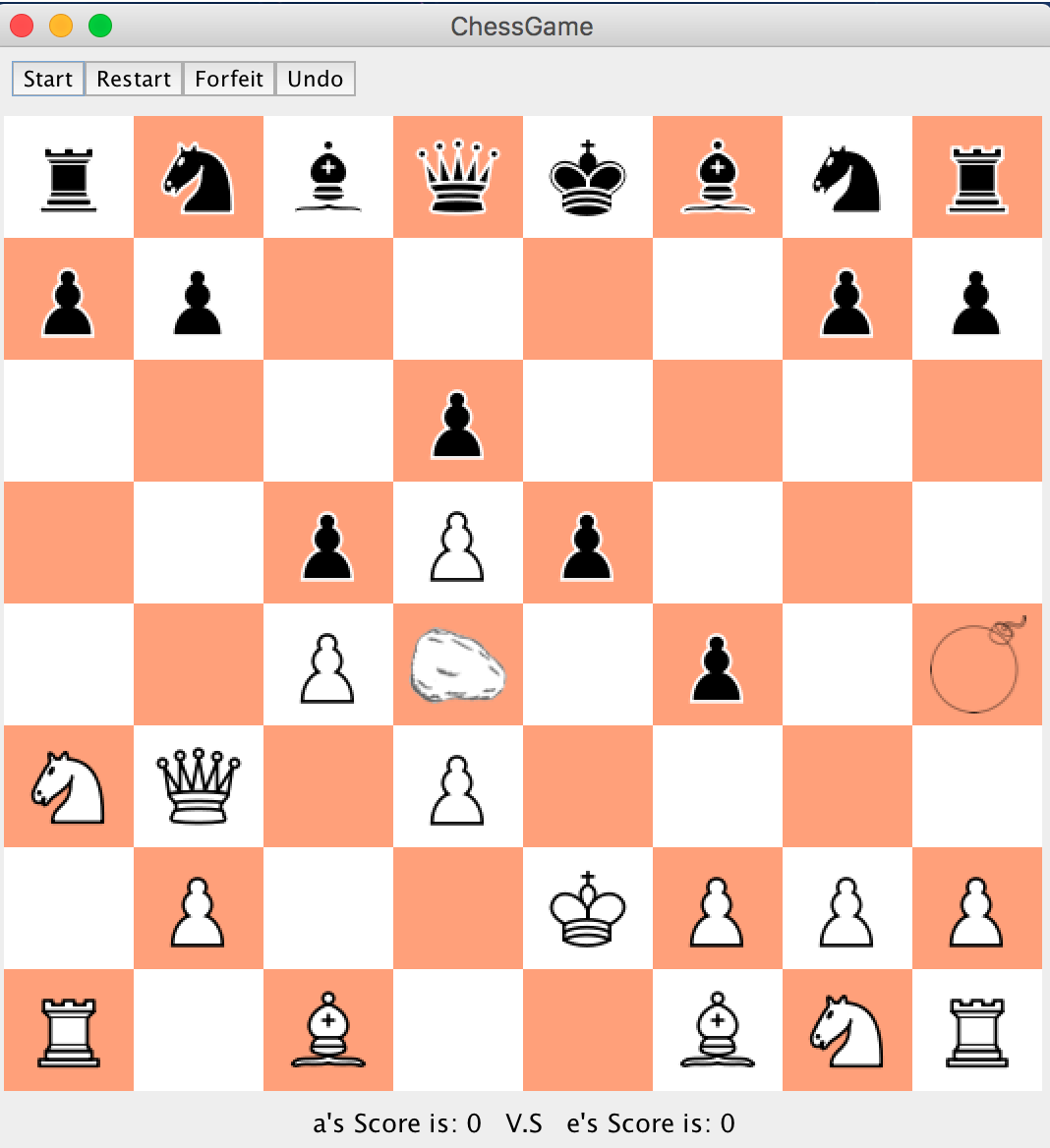
****

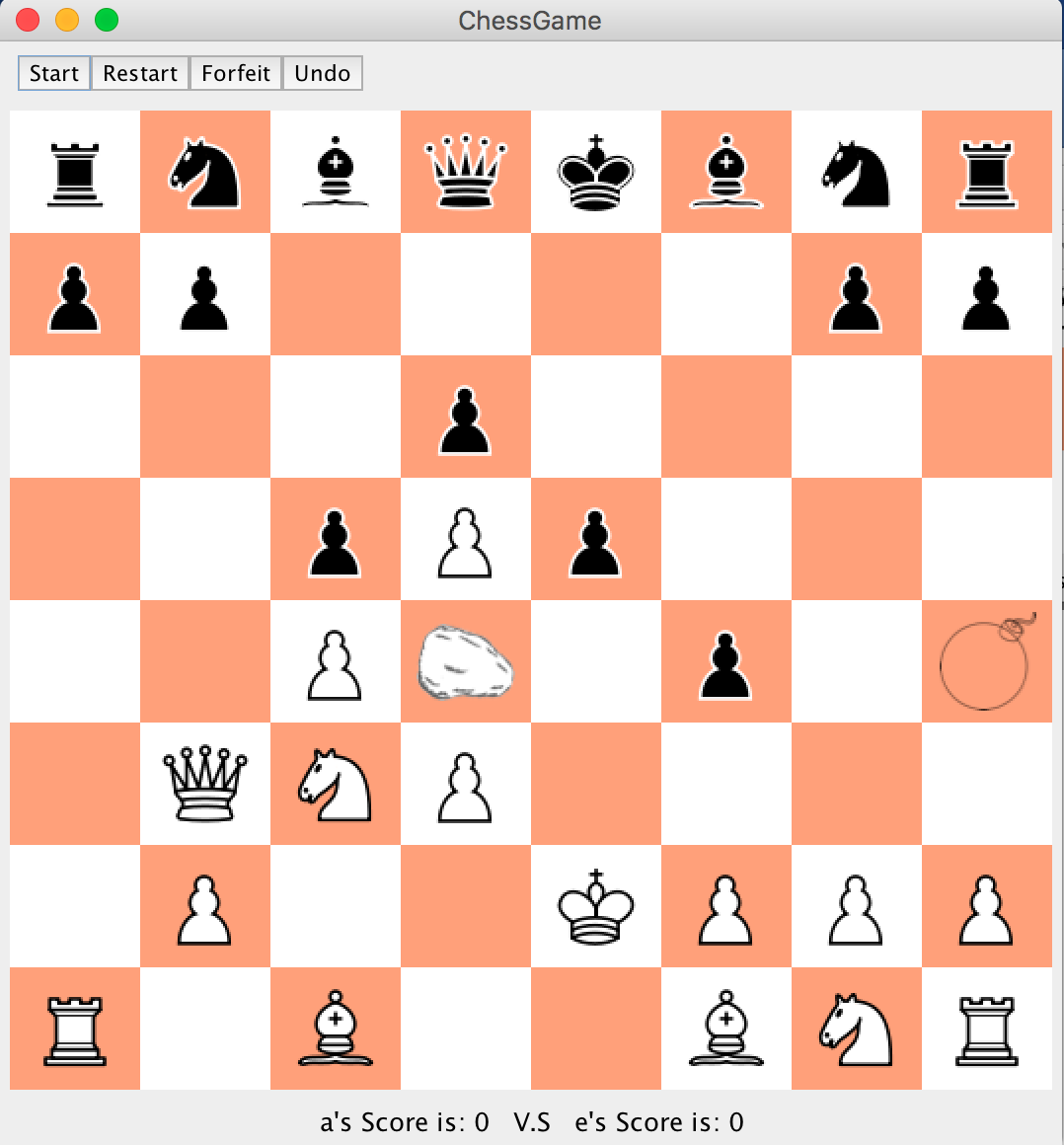
**King Move:**

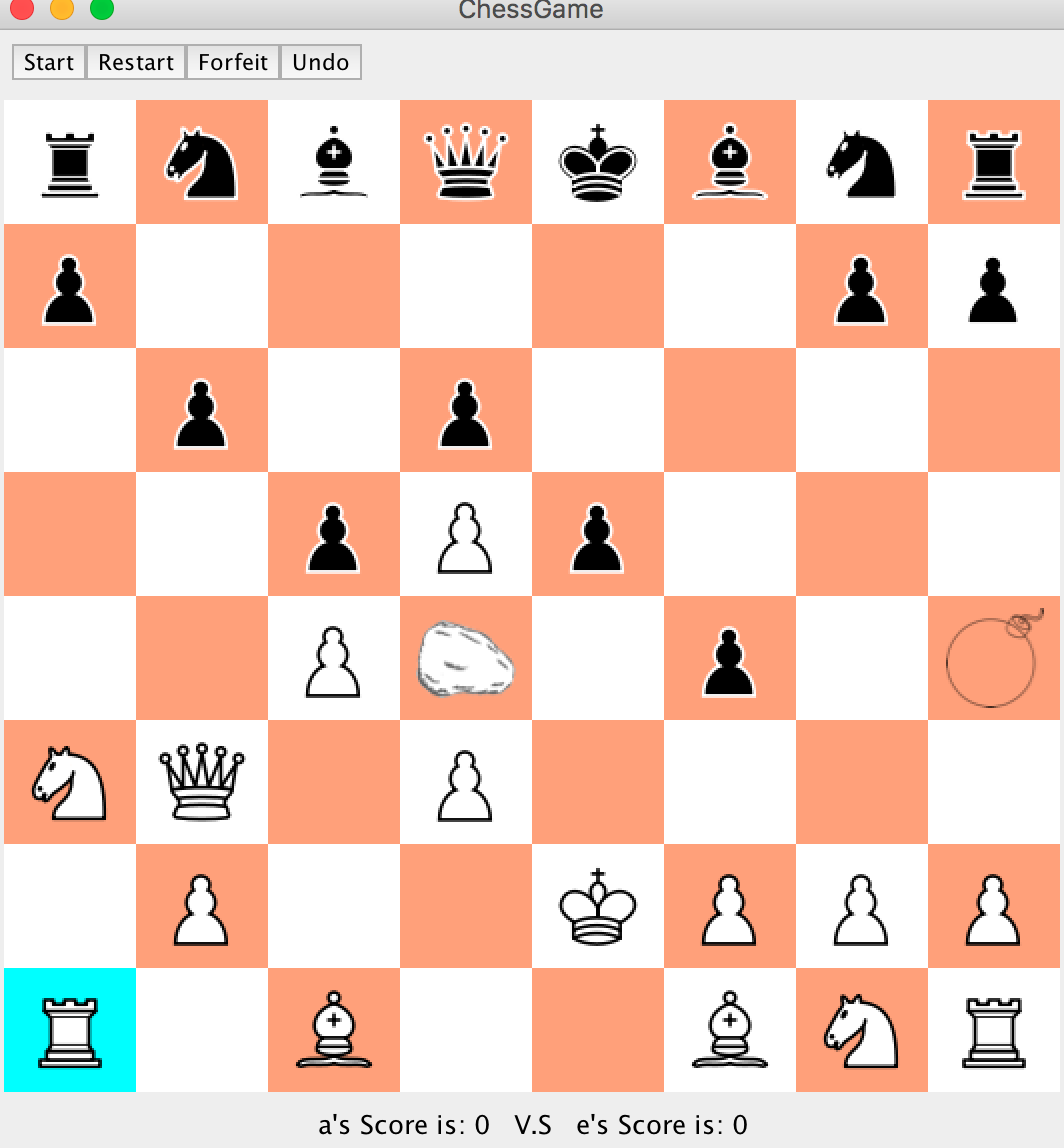
**Queen Move**

**Bomb Move: **

**Knight Move**

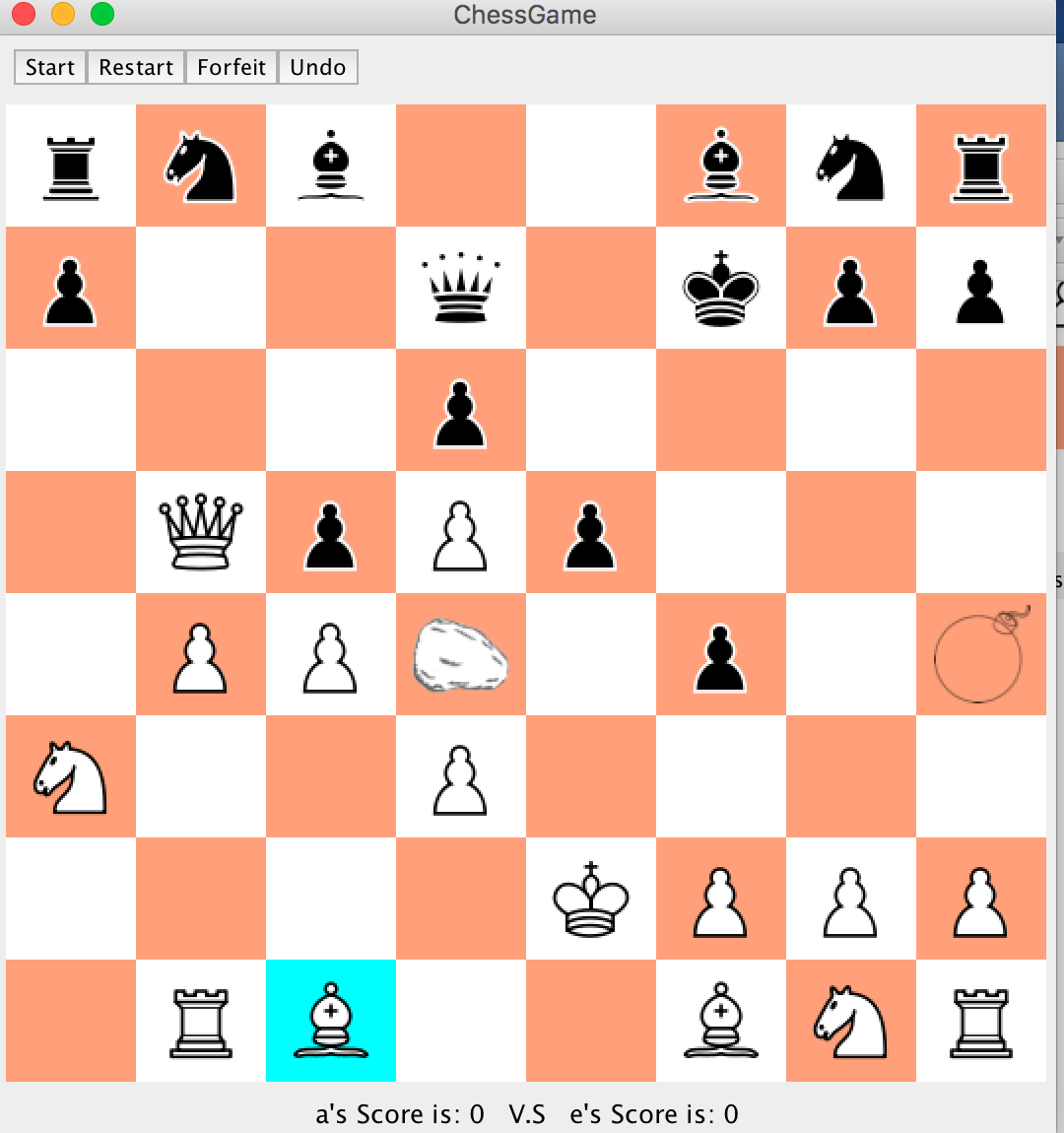
****

****

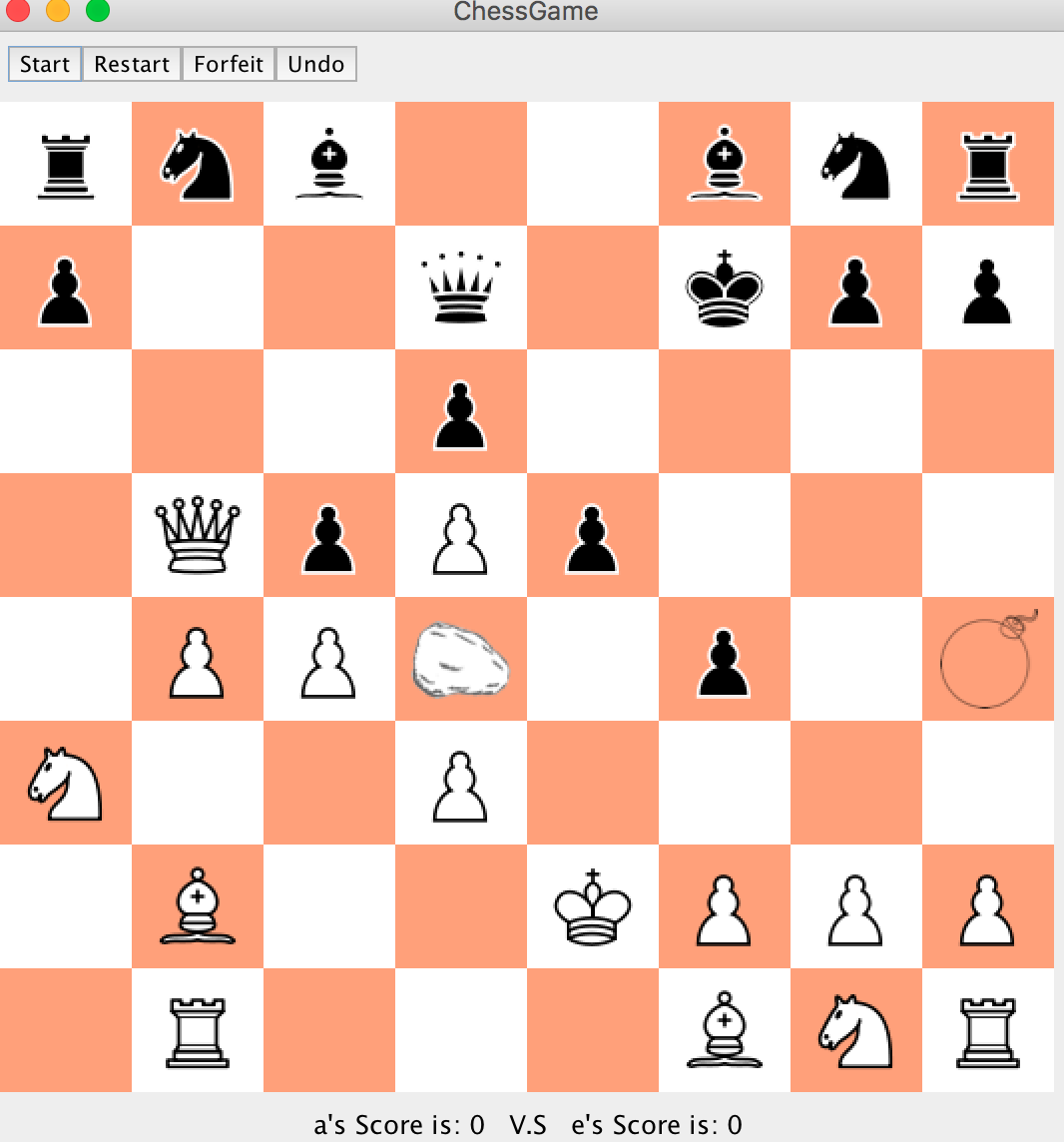
**Rook Movement:**

****

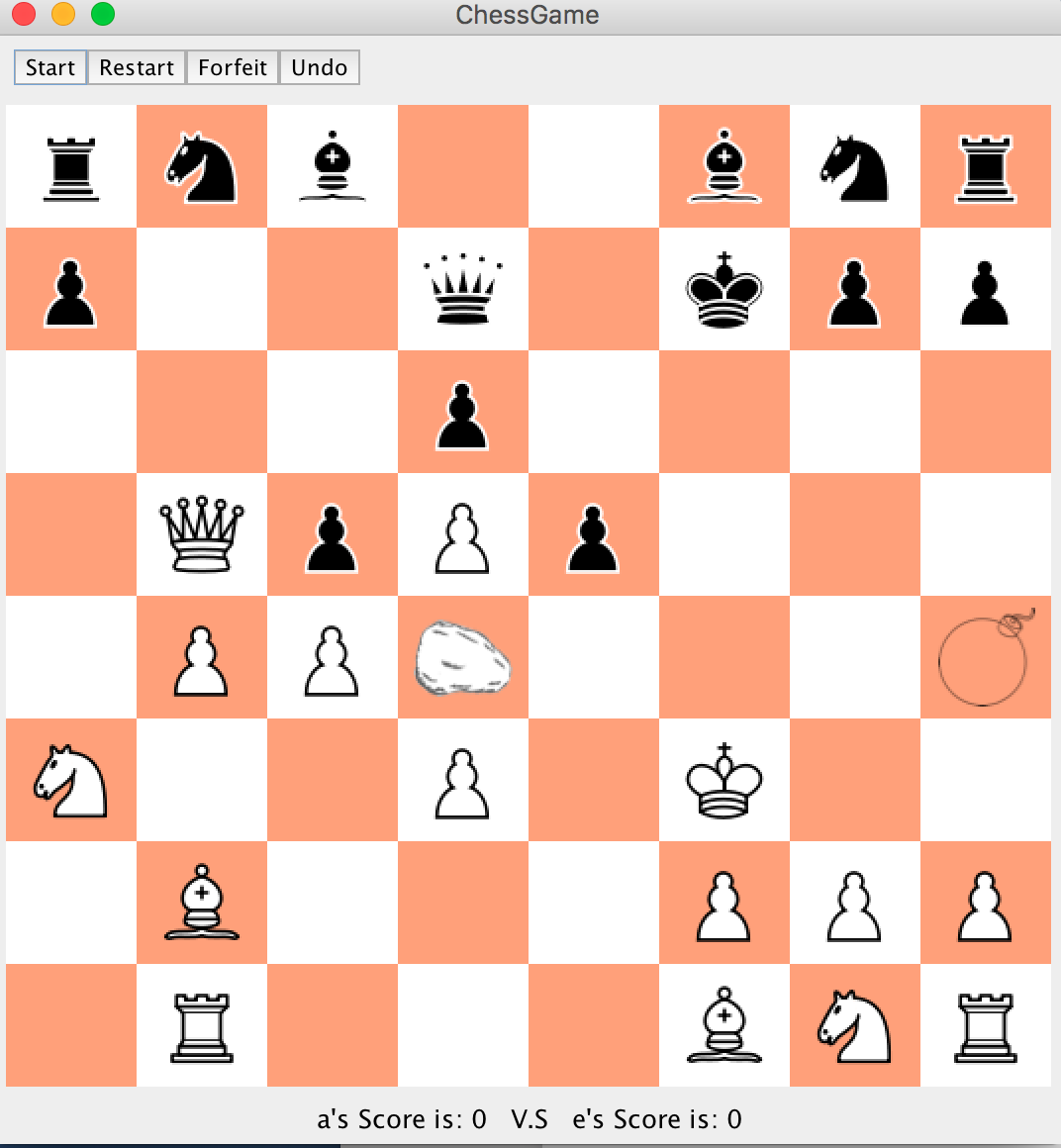
****

**Bishop Move**

****

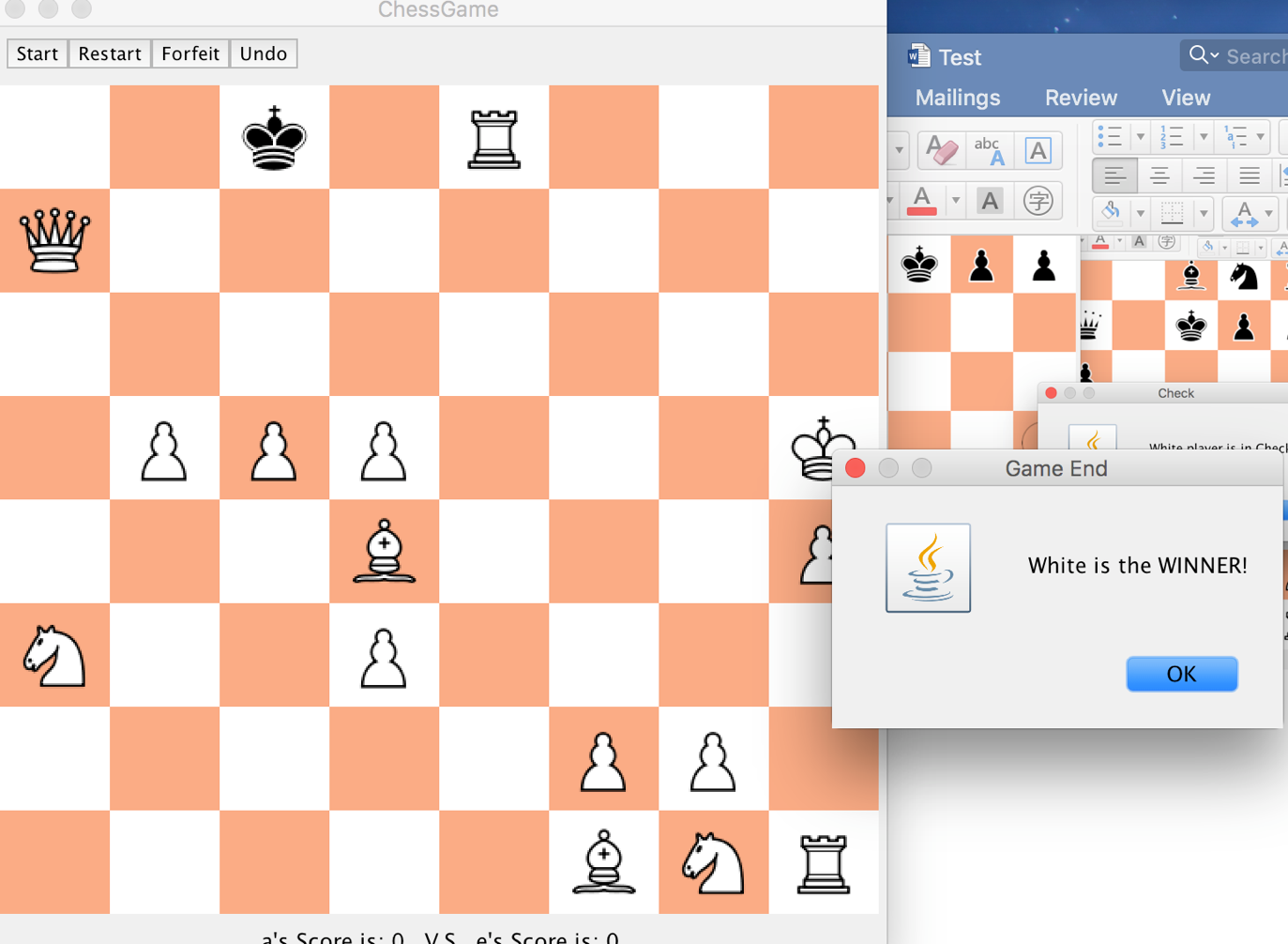
****

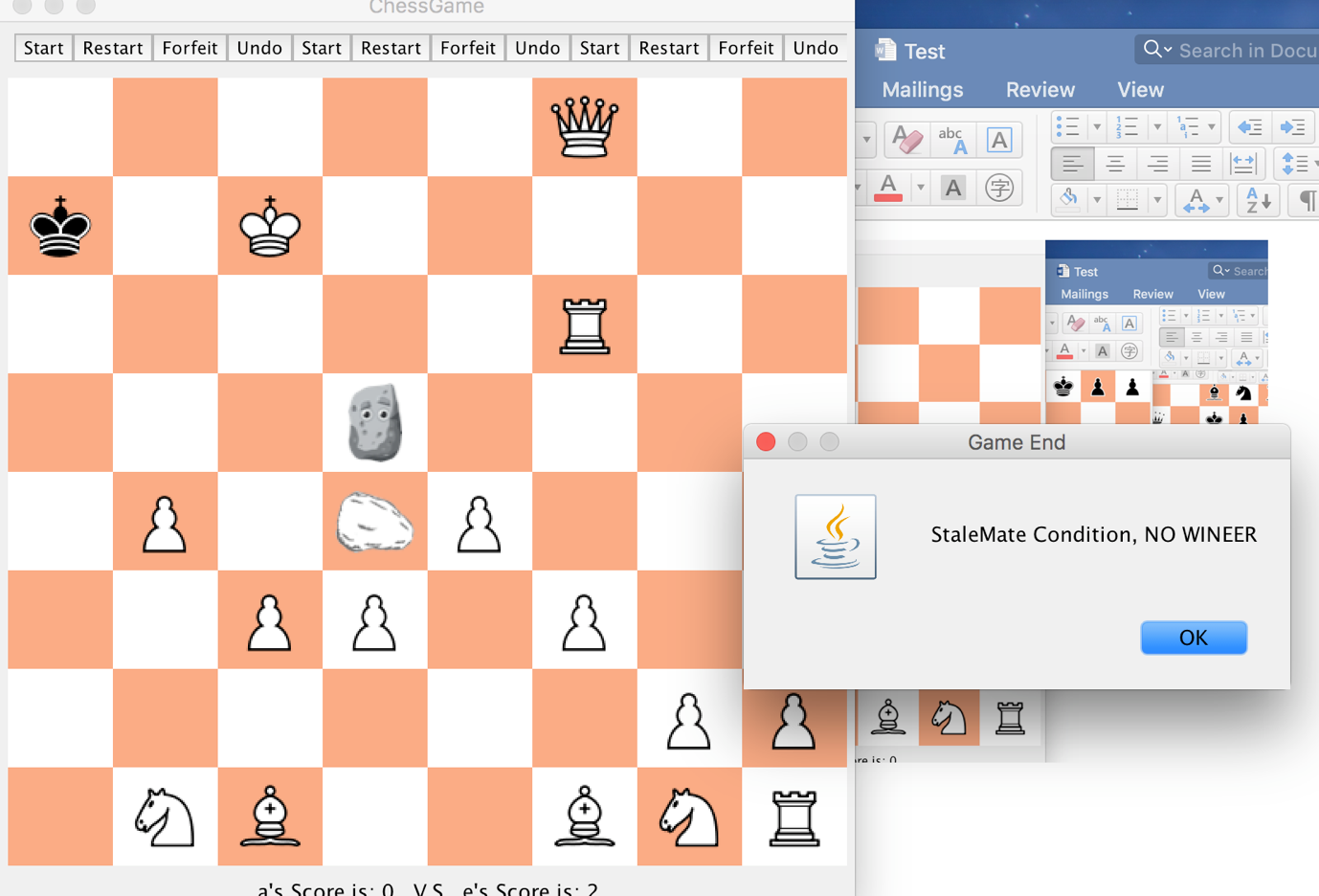
**King Move**

****

****

**Check Condition:**

**CheckMate Condition:**

**StaleMate:**