This project is to create an electronic chess board. As in the previous assignment, it does not play against a human, just verify that the moves being made by each side are legal. You don't have to worry about a user interface, you'll probably just make the board be able to print itself out. You will make moves by having each side enter from coordinates and to coordinates at the console describing the move you want to make. (Typical algebraic notation from chess labels the columns from A to H and the rows from 1 to 8). The program will then print out the resulting board after each move. You are not required to have this exact interface if you can come up with a better one. However, the user should be able to figure out what to do without reading any code.

Your program should allow all legal moves and enforce all the rules of chess except for castling and for capture *en passant* (unless you really want to). Look up these up if you are not sure what they are.

You should use CRC cards to come up with a design which you will then implement in Java. These may be on actual cards, hand-drawn on pieces of paper, or typed into an electronic document. You may reuse cards from the previous assignment, if you can. The design of this project is expected to be object-oriented and to use design patterns where appropriate.

**What to submit:** Export an archive file of your entire project folder. Email the project zipfile to the instructor. Remember, if you submit something that clearly does not work, you will be given negative points. Also turn in your CRC cards; not doing so will result in a lower score for the design portion.