

```
#ifndef _CHECKMATE_H
#define _CHECKMATE_H
```

```
# include <unistd.h>
# include <stdlib.h>
```

```
size_t    ft_strlen(char *s);
int        ft_opiece(char piece);
int        ft_rook(char **board, int y, int x);
int        ft_pawn(char **board, int y, int x);
int        ft_bishop(char **board, int y, int x);
```

```
#endif
```