

```
#include "4-5-check_mate-03.h"
```

```
static void free_chessboard(char **tab)
{
    int line;

    line = 0;
    while (tab[line])
    {
        free(tab[line]);
        line++;
    }
    free(tab);
}
```

```
static char *ft_strcpy(char *dest, char *src)
{
    int i;

    i = 0;
    while (src[i])
    {
        dest[i] = src[i];
        i++;
    }
    dest[i] = '\0';
    return (dest);
}
```

```
static char **copy(char *argv[], char **tab)
{
    int i;
    int j;

    i = 0;
    j = 1;
    while (argv[j])
    {
        tab[i] = ft_strcpy(tab[i], argv[j]);
        i++;
        j++;
    }
    tab[i] = NULL;
    return (tab);
}
```

```
static int check_chessboard(char **tab)
```

```
{
    int i;
    int j;
    int size;

    i = 0;
    size = ft_strlen(tab[i]);
    while (tab[i])
    {
        j = 0;
        while (tab[i][j])
        {
            if (tab[i][j] == 'R' && check_rook(tab, i, j))
                return (1);
            if (tab[i][j] == 'B' && check_bishop(tab, i, j, size))
                return (1);
            if (tab[i][j] == 'P' && check_pawn(tab, i, j))
                return (1);
            if (tab[i][j] == 'Q' && (check_rook(tab, i, j) ||
                check_bishop(tab, i, j, size)))
                return (1);
            j++;
        }
        i++;
    }
    return (0);
}
```

```
int main(int argc, char *argv[])
{
    char **tab;
    int i;

    i = 0;
    if (argc != 1)
    {
        if (!(tab = malloc(sizeof(char *) * argc)))
            return (-1);
        while (i < argc - 1)
        {
            if (!(tab[i] = malloc(sizeof(char) * argc - 1)))
                return (-1);
            i++;
        }
        tab = copy(argv, tab);
        if (check_chessboard(tab) == 1)
            write(1, "Success", 7);
        else
            write(1, "Fail", 4);
        free_chessboard(tab);
    }
    write(1, "\n", 1);
    return (0);
}
```