

```
#ifndef CHECK_MATE_H
# define CHECK_MATE_H
```

```
# define UCELL grid[kpos.y-i][kpos.x]
# define DCELL grid[kpos.y+i][kpos.x]
# define LCELL grid[kpos.y][kpos.x-i]
# define RCELL grid[kpos.y][kpos.x+i]
# define ULCELL grid[kpos.y-i][kpos.x-i]
# define URCELL grid[kpos.y-i][kpos.x+i]
# define DRCELL grid[kpos.y+i][kpos.x+i]
# define DLCELL grid[kpos.y+i][kpos.x-i]
```

```
typedef struct    position
{
    int    x;
    int    y;
}            pos;
```

```
#endif
```