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Android-Chess <sup>[2]</sup>

**Android-Chess**, an [open source chess application](#) for [Android](#), written by [Jeroen Carolus](#), released under the [MIT License](#). Android-Chess consists of a [Java](#) chess [GUI](#) and an engine. The engine was initially written in [Java](#) for Jeroen's [pruning](#) research and M.Sc. thesis <sup>[1]</sup>, and has been ported to [C++](#) and communicates with the GUI via [JNI](#).

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## Description

Android-Chess is a [bitboard](#) engine using [rotated bitboards](#) to determine [sliding piece attacks](#), and does not take advantage of the [outer square optimization](#) using an 8-bit occupied index with four lookup tables of 256\*64\*8 or 128 KiB each, thus 1/2 MiB in total. [Alpha-beta](#) is embedded inside an [iterative deepening](#) loop without [aspiration](#). [Evaluation](#) considers [material](#) and various [pawn structure](#) and piece terms.

## See also

- [Chess for Android](#)

## External Links

- [GitHub - jcarolus/android-chess: Chess game for Android](#)
- [Chess – Android-Apps at Google Play](#)
- [andriod-Chess](#)

## References

1. [^ Jeroen Carolus](#) (2006). *Alpha-Beta with Sibling Prediction Pruning in Chess*. Master's thesis, [pdf](#)
2. [^ andriod-Chess](#)

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