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#Chess, (SharpChess, Sharp Chess)

an [open source chess program](#) written by [Albert Bertilsson](#) in [C#](#), running on [Microsoft Windows](#) with [.NET framework](#). The project has been finished in early 2003 in favor to [Sharper](#) written in [C++](#) ^[1].

Description

#Chess uses an [8x8 board](#) maintained by a [negamax alpha-beta search](#) with [transposition table](#) inside an [iterative deepening](#) loop. [Evaluation](#) is primarily due to [material balance](#) (MB) - a positional bonus based on [piece-square tables](#) might be skipped by [lazy evaluation](#) if MB is at least 50 [centipawns](#) outside the [alpha-beta window](#). #Chess features a [peft](#) and [divide](#) command ^[2].

Namesake

- [SharpChess](#) by [Peter Hughes](#)

See also

- [Sharper](#)

Forum Posts

- [#Chess version 0.04 released](#) by [Albert Bertilsson](#), [Winboard Forum](#), January 12, 2003
- [SharpChess version 0.05 released](#) by [Albert Bertilsson](#), [Winboard Forum](#), January 18, 2003
- [Engine and source release for SharpChess](#) by [Albert Bertilsson](#), [Winboard Forum](#), March 01, 2003

External Links

- [#Chess](#) ([Wayback Machine](#))

References

1. [^](#) [#Chess](#) ([Wayback Machine](#))
2. [^](#) Description based on source code of v 0.06, [#Chess](#)

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Albert Bertilsson	Jun 6, 2017
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