Chess coding machine test
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This technical round involves printing of a chess board and following it with black and white user movements.
There are 3 phases in the machine test, passing to the next round needs the previous round code, you may need to modify the first round code to achieve 2nd round question and proceed further to 3rd round.

The overall output expected is to develop a terminal based chess board without any graphical and colour interface.
So the board will not have the black & white alternative checks, it is identified only by its locations, so don't need to worry about the colors.

Short Notes
K – King
Q – Queen
R – Rook
B – Bishop
N – Knight
P – Pawn

Use B as prefix for all black pieces & W as prefix for white pieces.
BB – Means a Black Bishop
WN – Means a White Knight

	a	b	c	d	e	f	g	h
8	BR	BN	BB	BQ	BK	BB	BN	BR
7	BP	BP	BP	BP	BP	BP	BP	BP
6								
5								
4								
3								
2	WP	WP	WP	WP	WP	WP	WP	WP
1	WR	WN	WB	WQ	WK	WB	WN	WR

Technical constraints:

1. Board should be a two dimentional array.
2. Chessman should be a strut with following attributes
   - color = B/W (Should be black or white)

   - id = WP1 (Should be prefixed with the color and type added with an index number, knight will have WN1, WN2, BN1, BN2)
   - position = e5 (If possition is empty, this will be considered as this chessman has been removed from the board)
   - type = K (Use the shortnotes given above)
3. The chessman should be in a different array containing all 32 pieces.
4. All the moves should be captured in a different array, we may ask to print all the moves made in the game at any point of time.
5. Use of pointer is encouraged, but not mandatory as the output is very much needed to pass the test, so choose what is best for your skill.

Level 1:
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The above board output should be printed and should ask for a user to enter his move.
Don't need to validate the input of the move, just quit the program after the input.
Expected output

Board printed
