Level 2:

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Expected output, please watch the input.

Board printed

Please enter your move:Pb2-b4

	a		b		С	l	d 		e		f		g 		h	
8	BR		BN	I	ВВ	I	BQ	I	BK	1	ВВ	l	BN	I	BR	l
7	ВР		ВР	I	ВР	I	ВР	I	ВР	1	ВР	1	BP	I	BP	
6						1								I		
5						1										
4			WP			1										
3						1										
2	WP			I	WP	I	WP	I	WP		WP	1	WP	I	WP	1
1	WR		WN	I	WB	I	WQ	1	WK	I	WB	I	WN	I	WR	I

Please enter your move:

Technical hint:

- 1. The input may be of the following types
- ? (Just a question mark, prints a help) Just print the text "help" in an new line and ask the same question again
- -! (Prints the history of all the moves) Just print the text "history" in an new line and ask the same question again
 - ~ (exit the program) exit the program, print "Good Bye", before exit.
 - The notation
- -- The notation will be having 2 sections having a "-" as part of it. Eg. Pb2-b4, Ng1-f3
- -- First part of the notation will have a prefix of the chessman type, P, K, B, N etc
- -- Each notation Pb2 or Ng1 means Pawn @b2 & Knight@g1 the second part explains their destination.
- 2. During the above input, write a function just to do a validation of the input, later this function will be helpful to handle more validations.
- 3. Each type of the action from the input should be handled by a different function
 - validate(input)
 - help()
 - quit()
 - print_board()
 - print_history()
 - move_chessman()