Level 3:
========

Since level2 made all the chess movement possible, lets get one more step deeper in
level 3
1. print_history() should print all the real history of moves entered (not the
other commands)
2. validate(input) should validate a Knight movement
    -- identify is the movemenet for a knight and then introduce a validation for
the validate_knight_move()
    -- Knight moves in 4 directions, 2 steps in any direction and will further move
one step left or right.
    -- If the given input is not matching to the above movement, print an error and
ask for input again.

Example validation:

Please enter your move:Ng1-f3

Move and print the board

Please enter your move:Ng1-f4

Sorry the movement is not valid for a Knight.

Level 4
========
Validate the knight movement with existing piece in the board location.
Suggest the knight possible movements.

Please enter your move:Ng1-f4

Sorry the movement is not valid for a Knight.
You can only move to f3 or h3