

I have a Knight class which has getter and setters for knight's position and along with it, it has a method that can give the accessible number for that location

I have the chessboard class in which I have 2 methods intelligent and non intelligent. Non-Intelligent method takes 2d array and intelligent takes 3d array. Also it has movetheknight method which take move number and changes the knight's position respectively.

The way I have implemented the non-intelligent method is that first I have restricted the Knight to be inside the chessboard. The next restriction is that I have removed the moves where the knight has already been. And then randomly selecting a move that the knight uses to move with the help of makeKnightMove method. I have managed these moves using arraylist.

In the intelligent method I have used 3d array. The last index of this array has size of 2. In last index of 0 I have stored if the knight has already been there and in the last index of 2 I have stored its accessible number. With all the restriction form the nonintelligent I have also checked its accessible number. After checking if I have got the smallest of all index at 1 and then made it my final "theMove".

My servlet first takes the method name and the sends it to the respected servlets there it prints the chessboard.

I have also give the error pages in xml mapping.