15. Chess Pieces

Condition:

Create a program that takes the name of a chess piece, its current position, and its target position. The function should return `true` if the figure can be moved to the target position, and `false` if it cannot.

Possible inputs for the piece name are: "Pawn", "Knight", "Bishop", "Rook", "Queen" and "King".

Input:

- Name of a chess piece `piece`: A string representing the name of the piece being checked. It can be "Pawn", "Knight", "Bishop", "Rook", "Queen" or "King".
- Current position of the figure `current_position`: A character string in a format that represents the position of the piece in chess notation (e.g. "A1", "H8").
- Target position `target_position`: A character string in a format that represents the target position we are trying to move the shape to.

Output:

- Boolean value (`true` or `false`), which indicates whether the chess piece can be moved from the current position to the target position.

Examples:

Input	Output
Rook A8 H8	true
Queen C4 D6	false