**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 |