I would say that difficulty gap between all previous exercises and Knight's Tour is kind a big. Also despite I read the article more than 10 times the task itself is still not very clear for me. For this reason I decide to combine different approaches within single application. The app has menu with following routes:

> Manual mode

> > Choose start position

> Automatic mode

> > Choose start position

> > > Use accessibility table

> > > > Use lookup

> > Make tour from every passible position

> > > Use accessibility table

> > > > Use lookup

In manual mode you manually move a knight with one of 8 possible moves.

In automatic mode if you choose start position and without accessibility table the app moves knight automatically using the first possible move counting move numbers from 0 to 7. If you choose to use accessibility table then for every move the app would check all reachable positions and move to the position with lowest accessibility. Using lookup tells the app to choose a move which leads to a position, from position with lowest accessibility is reachable.

If you decide not to choose a start position in automatic mode the app would make 64 tours, one from every possible start position of the board. Accessibility and lookup work the same way.

In all modes the game ends automatically when no more moves possible. The statistics of the game is also printed in the end.