

FINSALS KING C++

```
vector<vector<int>>>v(8,vector<int>(8));
```

```
const int dx[]={-1,-1,-1, 0,0, 1,1,1};
```

```
const int dy[]={-1, 0, 1, -1,1, -1,0,1};
```

```
bool inside(int x, int y)
```

```
{
```

```
    return x>=0&&y>=0&&x<8&&y<8;
```

```
}
```

```
void addqueen(int col,int lin)
```

```
{
```

```
    for(int t=0; t<8; t++)
```

```
        for(int i=1;; i++)
```

```
        {
```

```
            int nx=lin+dx[t]*i;
```

```
            int ny=col+dy[t]*i;
```

```
            if(!inside(nx,ny))
```

```
                break;
```

```
            v[nx][ny]=1;
```

```
            v[nx][ny]| 1;
```

```
            if((v[nx][ny]&2))
```

```
                break;
```

```
        }
```

```
    }
```

```
void addrook(int col,int lin)
```

```
{
```

```
    for(int t:
```

```
    {
```

```
    })
```

```

for(int i=1;; i++)
{
    int nx=lin+dx[t]*i;
    int ny=col+dy[t]*i;
    if(!inside(nx,ny))
        break;
    v[nx][ny]|=1;
    if((v[nx][ny]&2))
        break;
}
}

void addbishop(int col,int lin)
{
    for(int t:
    {
        0,2,5,7
    })
        for(int i=1;; i++)
        {
            int nx=lin+dx[t]*i;
            int ny=col+dy[t]*i;
            if(!inside(nx,ny))
                break;
            v[nx][ny]|=1;
            if((v[nx][ny]&2))
                break;
        }
}

void addknight(int col,int lin)

```

```

{
    static const int dx[] = {-2,-2,-1,-1, 1,1, 2,2};
    static const int dy[] = {-1, 1,-2, 2,-2,2,-1,1};
    for(int i=0; i<8; i++)
    {
        int nx=dx[i]+lin;
        int ny=dy[i]+col;
        if(inside(nx,ny))
            v[nx][ny] |= 1;
    }
}

void addpawn(int col,int lin)
{
    for(int t:{5,7})
    {
        int nx=dx[t]+lin;
        int ny=dy[t]+col;
        if(inside(nx,ny))
            v[nx][ny] |= 1;
    }
}

string find_king_status(string s)
{
    int lin,col;
    for(int i=0; i<s.size(); i+=4)
    for(int i=0; i<s.size(); i+=4)
        if(s[i]!='K')
            v[s[i+2]-'1'][s[i+1]-'a']=2;
    for(int i=0; i<s.size(); i+=4)

```

```

if(s[i]=='K')
col=s[i+1]-'a', lin=s[i+2]-'1';
else if (s[i]=='Q')
addqueen(s[i+1]-'a',s[i+2]-'1');
else if (s[i]=='R')
addrook(s[i+1]-'a',s[i+2]-'1');
else if(s[i]=='B')
addbishop(s[i+1]-'a',s[i+2]-'1');
else if(s[i]=='N')
addknight(s[i+1]-'a',s[i+2]-'1');
else if(s[i]=='P')
addpawn(s[i+1]-'a',s[i+2]-'1');
/*cout<<lin<<" "<<col<<"\n";
for(int i=0;i<8;i++,cout<<endl)
for(int j=0;j<8;j++)
cout<<v[i][j]<<" ";*/
if(v[lin][col]==0)
{
int sm=0,ct=0;
for(int i=0;i<8;i++)
{
int nx=dx[i]+lin;
int ny=dy[i]+col;
if(inside(nx,ny))
{
ct++;
if((v[nx][ny]&1)
sm++;
}
}
}

```

```
}  
if(sm==ct)  
return "STALEMATE";  
return "SAFE";  
}  
int sm=0,ct=0;  
for(int i=0;i<8;i++)  
{  
int nx=dx[i]+lin;  
int ny=dy[i]+col;  
if(inside(nx,ny))  
{  
ct++;  
if((v[nx][ny]&1)  
sm++;  
}  
}  
if(sm==ct)  
return "CHECKMATE";  
return "CHECK";  
}
```

