//Coded by alex (a bit by jon)

import java.util.ArrayList;

public class King extends Piece

{

public King(int r, int c, String s, String n)

{

super(r, c, s, n);

}

public boolean movePiece(int r, int c, String co)

{

if(!co.equals(getColor()))

return false;

else if((((Math.abs(getRow()-r)\*Math.abs(getCol()-c))==1) || (Math.abs(getRow()-r)+Math.abs(getCol()-c))==1)&& (checkOpen(r,c) || !co.equals(array[r][c].getColor()))){

changePosition(r,c);

setRow(r);

setCol(c);

if(co.equals("w"))

{

Multiplayer.wKingr=r;//updates the white King’s position

Multiplayer.wKingc=c;//updates the white King’s position

}

else

{

Multiplayer.bKingr=r;//updates the black King’s position

Multiplayer.bKingc=c;//updates the black King’s position

}

setMoved(true);

return true;

}

else if(castling(r, c,co) && getRow()==r){

changePosition(r,c);

setRow(r);

setCol(c);

if(co.equals("w"))

{

Multiplayer.wKingr=r;//updates the white King’s position

Multiplayer.wKingc=c;//updates the white King’s position

}

else

{

Multiplayer.bKingr=r;//updates the black King’s position

Multiplayer.bKingc=c;//updates the black King’s position

}

setMoved(true);

return true;

}

return false;

}

public boolean castling(int r, int c,String co)

//Be sure to check = for rook movements and threats through check =

{

if(!getMoved())

{

if(co.equals("w"))

{

if(getCol()-c<0)

if(!array[7][7].getMoved())

{

array[r][c-1] = new Rook(r,c-1,"w","R");

array[r][c-1].setMoved(true);

array[7][7] = new DefaultWhite(7,7,"#");

return true;

}

if(getCol()-c>0)

if(!array[7][0].getMoved())

{

array[r][c+1] = new Rook(r,c-1,"w","R");

array[r][c+1].setMoved(true);

array[0][7] = new DefaultBlack(0,7,"/");

return true;

}

}

if(co.equals("b"))

{

if(getCol()-c<0)

if(!array[0][7].getMoved())

{

array[r][c-1] = new Rook(r,c-1,"b","r");

array[r][c-1].setMoved(true);

array[0][7] = new DefaultBlack(0,7,"/");

return true;

}

if(getCol()-c>0)

if(!array[0][0].getMoved())

{

array[r][c+1] = new Rook(r,c-1,"b","r");

array[r][c+1].setMoved(true);

array[0][0] = new DefaultWhite(0,0,"#");

return true;

}

}

}

return false;

}

}