public class Knight extends Piece{ //ENTIRE Class coded by Ayaan Nazir

private static int newr;

private static int newc;

public Knight(int r, int c, String s, String t){

super(r, c, s, t);

}

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

newr = getRow();

newc = getCol();

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

return false;

else if((Math.abs(getRow()-r)\*Math.abs(getCol()-c)) == 2 && checkOpen(r,c) && checkBounds(r,c)){

changePosition(r, c);

return true;

}else if((Math.abs(getRow()-r) == 2) && (Math.abs(getCol()-c) == 1) && capturePiece(r,c) && checkBounds(r,c)){

changePosition(r, c);

return true;

}else if((Math.abs(getRow()-r) == 1) && (Math.abs(getCol()-c) == 2) && capturePiece(r,c) && checkBounds(r,c)){

changePosition(r, c);

return true;

}else

return false;

}

public boolean capturePiece(int r, int c) //is still in progress!

{

if(!((array[r][c].getPieceType().equals("#") || array[r][c].getPieceType().equals("/")) && array[r][c].getColor().equals(getColor())))

return true;

else

return false;

}