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1 package engine.pieces;
2
3 import chess.PieceType;
4 import chess.PlayerColor;
5 import engine.movements.*;
6 import engine.utils.BoardDimensions;
7 import engine.utils.Coordinates;
8
9 public class King extends Piece {
10
11     public King(PlayerColor color) {
12         super(PieceType.KING, color, new Movements(new Step[] {
13             //Horizontal
14             new Step(new Coordinates(1, 0), 2, color == PlayerColor.BLACK
15                 , color == PlayerColor.BLACK),
16             new Step(new Coordinates(-1, 0), 2,
17                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
18
19             //Vertical
20             new Step(new Coordinates(0, 1), 1, color == PlayerColor.BLACK
21                 , color == PlayerColor.BLACK),
22             new Step(new Coordinates(0, -1), 1,
23                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
24
25             //Diagonal
26             new Step(new Coordinates(1, 1), 1, color == PlayerColor.BLACK
27                 , color == PlayerColor.BLACK),
28             new Step(new Coordinates(1, -1), 1,
29                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
30             new Step(new Coordinates(-1, 1), 1,
31                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
32             new Step(new Coordinates(-1, -1), 1,
33                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
34         }));
35     }

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36
37
38     public void clearFirstMovement() {
39         super.setMovements(new Movements(new Step[] {
40             //Horizontal
41             new Step(new Coordinates(1, 0), 1,
42                 super.getColor() == PlayerColor.BLACK,
43                 super.getColor() == PlayerColor.BLACK),
44             new Step(new Coordinates(-1, 0), 1,
45                 super.getColor() == PlayerColor.BLACK,
46                 super.getColor() == PlayerColor.BLACK),
47
48             //Vertical
49             new Step(new Coordinates(0, 1), 1,
50                 super.getColor() == PlayerColor.BLACK,
51                 super.getColor() == PlayerColor.BLACK),
52             new Step(new Coordinates(0, -1), 1,
53                 super.getColor() == PlayerColor.BLACK,
54                 super.getColor() == PlayerColor.BLACK),
55
56             //Diagonal
57             new Step(new Coordinates(1, 1), 1,
58                 super.getColor() == PlayerColor.BLACK,
59                 super.getColor() == PlayerColor.BLACK),
60             new Step(new Coordinates(1, -1), 1,
61                 super.getColor() == PlayerColor.BLACK,
62                 super.getColor() == PlayerColor.BLACK),
63             new Step(new Coordinates(-1, 1), 1,
64                 super.getColor() == PlayerColor.BLACK,
65                 super.getColor() == PlayerColor.BLACK),
66             new Step(new Coordinates(-1, -1), 1,
67                 super.getColor() == PlayerColor.BLACK,
68                 super.getColor() == PlayerColor.BLACK),
69             }));
70         this.firstMovement = false;

```

71 }

72 }