```java
1  package engine.pieces;
2
3  import chess.PieceType;
4  import chess.PlayerColor;
5  import engine.movements.Movements;
6  import engine.movements.Step;
7  import engine.utils.Coordinates;
8
9  public class Pawn extends Piece {
10
11     public Pawn(PlayerColor color) {
12         super(PieceType.PAWN, color, new Movements(new Step[]{
13             //Vertical
14             new Step(new Coordinates(0, 1), 2, color == PlayerColor.BLACK
15                     , color == PlayerColor.BLACK),
16             // "En passant" or attack
17             new Step(new Coordinates(1, 1), 1, color == PlayerColor.BLACK
18                     , color == PlayerColor.BLACK),
19             new Step(new Coordinates(-1, 1), 1,
20                     color == PlayerColor.BLACK, color == PlayerColor.BLACK),
21         }));
22         this.firstMovement = true;
23     }
24
25     public void clearFirstMovement() {
26         super.setMovements(new Movements(new Step[]{
27             //Vertical
28             new Step(new Coordinates(0, 1), 1,
29                     super.getColor() == PlayerColor.BLACK,
30                     super.getColor() == PlayerColor.BLACK),
31             // "En passant" or attack
32             new Step(new Coordinates(1, 1), 1,
33                     super.getColor() == PlayerColor.BLACK,
34                     super.getColor() == PlayerColor.BLACK),
35             new Step(new Coordinates(-1, 1), 1,
```

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36                super.getColor() == PlayerColor.BLACK,
37                super.getColor() == PlayerColor.BLACK),
38        }));
39        this.firstMovement = false;
40    }
41 }
```