

```
1 package engine.movements;
2
3 import engine.utils.Coordinates;
4
5 public class Movements {
6     Step[] steps;
7
8     public Movements(Step[] steps) {
9         if (steps == null)
10             throw new IllegalArgumentException("step cannot be null");
11         this.steps = steps;
12     }
13
14     /**
15      * Get the possible step for the initial position and the final position
16      *
17      * @param positionInitial the initial position
18      * @param positionFinal   the final position
19      * @return the possible step or null if there is no possible step
20      */
21     public Step getPossibleStep(Coordinates positionInitial,
22                                Coordinates positionFinal) {
23         double angleDegree = Coordinates.getAngleDegree(positionInitial,
24                                                         positionFinal);
25         for (Step step : this.steps) {
26             if (step.stepAngleDegreeIsOk(angleDegree)) return step;
27         }
28         return null;
29     }
30 }
```