Queen Attack in Scala

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Queen Attack

Write a program that positions two queens on a chess board and indicates whether or not they are positioned so that they can attack each other.

In the game of chess, a queen can attack pieces which are on the same row, column, or diagonal.

A chessboard can be represented by an 8 by 8 array.

So if you're told the white queen is at (2, 3) and the black queen at (5, 6), then you'd know you've got a set-up like so:

```
1 _ _ _ _ _ _ _ _
2 _ _ _ _ _ _ _ _
3 _ _ _ W _ _ _ _
4 _ _ _ _ _ _ _ _
5 _ _ _ _ _ _ _ _
6 _ _ _ _ _ _ B _
7 _ _ _ _ _ _ _ _
8 _ _ _ _ _ _ _ _
```

You'd also be able to answer whether the queens can attack each other. In this case, that answer would be yes, they can, because both pieces share a diagonal.

The Scala exercises assume an SBT project scheme. The exercise solution source should be placed within the exercise directory/src/main/scala. The exercise unit tests can be found within the exercise directory/src/test/scala.

To run the tests simply run the command `sbt test` in the exercise directory.

For more detailed info about the Scala track see the help page (http://help.exercism.io/getting-started-with-scala.html).

Source

J Dalbey's Programming Practice problems view source (http://users.csc.calpoly.edu/%7Ejdalbey/103/Projects/ProgrammingPractice.html)

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