**KNIGHT L ON A CHESSBOARD**

This program calculates the minimum number of moves a generalized knight needs to travel from the top-left to the bottom-right of an n x n chessboard. By using breadth-first search (BFS), it explores all possible knight moves for each (a, b) combination, ensuring the shortest path is found or identifying unreachable positions. The solution demonstrates graph traversal techniques applied to chessboard pathfinding problems, providing a clear mapping of move possibilities for varied knight movements.

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