

submissions/Oct_2022_23_UOL/ANDREW-DAVIS_adavis/ (84%)	
600-794	
380-463	
168-237	
2-57	
280-310	

```
def separate_pieces(pieces: list) -> tuple:
    """separates the board pieces to a list of kings and list of knights
    true_knights = []
    true_king = None
    false_knights = []
    false_king = None
    for piece in pieces:
        if type(piece) == Knight:
            if piece.side:
                true_knights.append(piece)
            else:
                false_knights.append(piece)
        else:
            if piece.side:
                true_king = piece
            else:
                false_king = piece
    return true_king, true_knights, false_king, false_knights
```

```
def location_occupied(pos_x: int, pos_y: int, b) -> tuple[bool, Piece]
# Rule 3 -- location occupied
# tuple[0] is if occupied, tuple[1] is piece at position
```

```
    occupied = False
    piece = None
    if is_piece_at(pos_x, pos_y, b):
        occupied = True
        p = piece_at(pos_x, pos_y, b)
        piece = p

    return occupied, piece
```

```
class Knight(Piece):
```