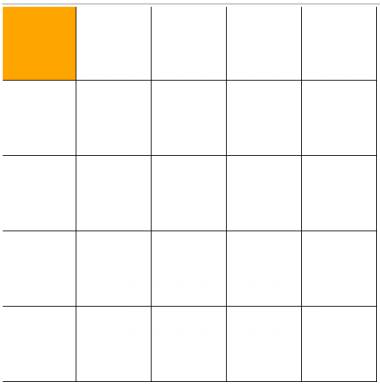
Problem:

Use TkInter to create an $n \times n$ knights tour puzzle game. You can create a class and a function `knights_tour(n)` that together launch an $n \times n$ knight's tour game.
For example, `knights_tour(5)` will create an initial chessboard like



Your program should check if a move made by the user is valid or not. Highlight all the positions that have been visited before in blue, and the currently occupied square should be shown in orange. Read the wiki page `https://en.wikipedia.org/wiki/Knight%27s_tour` to get more information on knight's tour game. For simplicity, we assume that the knight is allowed to go back to positions that have been visited before. You are not required to do anything after the game ends (that is, when all the squares have been visited), but you are encouraged to make the game more interesting and user-friendly by including more features.

Name your script `hw7.py` and submit it on CCLE.

Backend:
- need to capture the position of the click in terms of i,j component of grid (maybe a function capt_position)

- need to capture all admissable moves in a list of i,j components

- need to check if captured position is in list of admissible moves

- if element is found in list then change its color to orange and the previous to blue

- for now, if not found do nothing