

Create a sample program (Command line interface or User Interface) solving the problem of the chess knight moving from one position to another.

The program should take as input a starting position (S), an ending position (E) and the maximum number of moves allowed.

The program should then calculate and output (print if CLI, else show on UI) all the sequences of moves from S to E.

The input and output should be in algebraic chess notation.

eg.

S: A1

E: C4

Maximum number of moves: 3

Moves:

A1 -> C2 -> E3 -> C4

A1 -> C2 -> A3 -> C4

A1 -> B3 -> D3 -> C4

A1 -> B3 -> A5 -> C4

Extra for Mobile Developers

1. Render a chessboard
2. Select the start and end position on the chessboard
3. Render the pieces on the chessboard
4. Animate the output sequence

Tips:

1. Use a language you feel confident with.
2. Don't try to impress with graphics. If you are confident with User interfaces go on else try to focus on your model and the algorithm.
3. Care for your data structures.
4. Do not copy the solution from the web, it is easy to search for code snippets.