

Kingly Adjacent

oj.dcs.upd.edu.ph/problem/kinglyadjacent

Problem Statement

In chess, the king can move in one of the eight squares adjacent to it in one turn. For example, consider the following grid:

```
. . . . .  
. O O O .  
. O K O .  
. O O O .  
. . . . .
```

Here, **K** denotes the king, while **O** denotes a tile it can move to.

In an infinite grid, the king is currently on tile (x_1, y_1) . Can it move to the tile (x_2, y_2) in one turn?

Task Details

Your task is to implement a function named `are_kingly_adjacent`, which should look like this:

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```
def are_kingly_adjacent(x1, y1, x2, y2):  
    return ...
```

Here, you only need to replace the `...` part with a **Python expression**.

The function must return a `bool` denoting the answer.

Your source code must have at most 200200 bytes.

Examples

Example 1 Function Call

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```
are_kingly_adjacent(11, 11, 12, 12)
```

Example 1 Return Value

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```
True
```

Example 2 Function Call

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```
are_kingly_adjacent(11, 11, 33, 33)
```

Example 2 Return Value

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```
False
```

Constraints

- The function `are_kingly_adjacent` will be called at most 10410^4 times.
- $-1050 \leq x_1, y_1, x_2, y_2 \leq 1050 - 10^{50} \leq x_1, y_1, x_2, y_2 \leq 10^{50}$

Scoring

Note: New tests may be added and all submissions may be rejudged at a later time. (All future tests will satisfy the constraints.)

- You get 5050 ❤️ points if you solve all test cases where:
 - $0 \leq x_1, y_1, x_2, y_2 \leq 10 \leq x_1, y_1, x_2, y_2 \leq 1$
- You get 5050 ❤️ points if you solve all test cases where:
 - $x_1 = x_2, x_1 = x_2$
- You get 5050 ❤️ points if you solve all test cases where:
 - $y_1 = y_2, y_1 = y_2$
- You get 5050 ❤️ points if you solve all test cases.

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Clarifications

No clarifications have been made at this time.