**Knight Board**

**Problem 1**

In general, a knight on 8x8 board



can move in 8 possible ways –



The actual set of allowed moves depends on the edge cases.

The common pattern here is that the knight successive valid knight moves differ exactly by 1 in one direction and exactly by 2 in the other direction. This with the edge cases serves as sufficient condition for a valid move

i.e.

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this can be combined to

where,  
 : modulo operator; returns y if y>=0 else –y

The *isValidMove*  and *isValidPosition* in the code enforce these conditions

**Problem 2**

To find one of the path from start to end node

**Problem 3**

**Problem 4**

**Problem 5**