

Make a program based on a matrix simulating a regular chessboard with three pieces: two white horses and a black queen. The pieces have to be moved following the chess rules. The program will ask for the initial position of the three pieces and has to print a log entry for each movement, based on the following behavior:

Required (up to 3 hours):

Simulate a movement for one of the horses to the reachable position which is closest to the queen avoiding the horse to be killed by the queen in its next move.

If the horse kills the queen, stop the program.

Simulate a movement for the queen to the reachable position which is closest to one of the horses.

If the queen already killed the two horses after the move, stop the program.

If both players survive, repeat the steps above.

Once the program ends, inform how many moves were performed and what piece killed the other.

Optional (up to 2 additional hours):

Create a user interface that represents the moves made by the pieces in some way you think would be easy to understand.



