class Bishop is subclass of Piece

operations

public Bishop: Player ==> Bishop

Bishop(p) == Piece(p);

public validMovement: Cell\*Cell ==> bool

validMovement(c1,c2) ==

return abs(c1.x - c2.x) = abs(c1.y - c2.y) and

(forall xi in set intermediateVals(c1.x,c2.x),

yi in set intermediateVals(c1.y,c2.y) &

(abs(c1.x - xi) = abs(c1.y - yi) and Board`getInstance().getCell(xi,yi).piece = nil ) or

(promoted and validKingMove(c1,c2))) and (c2.piece = nil or

(c2.piece <> nil and

c2.piece.belongTo <> c1.piece.belongTo))

and not protectingKing(c1);

end Bishop