**class King is subclass od Piece**

**operatios**

**public** King: Player ==> King

King(p) == Piece(p);

**public** validMovement: Cell\*Cell ==> **bool**

validMovement(c1,c2) == **return** validKingMove(c1,c2)

**pre** **not** Board`getInstance().check(belongTo);

**end** King