**class** Pawn **is** **subclass** **of** Piece

**operations**

**public** Pawn: Player ==> Pawn

Pawn(p) == Piece(p);

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

validMovement(c1,c2) ==

**if** promoted **then** **return** validGoldGeneralMove(c1,c2)

**else** **return** c1.x = c2.x **and** c1.y = c2.y + direction();

**end** Pawn