**class** Rook **is** **subclass** **of** Piece

**operations**

**public** Rook: Player ==> Rook

Rook(p) == Piece(p);

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

validMovement(c1,c2) ==

**return** (**abs**(c1.x-c2.x) = 0 **and** **abs**(c1.y-c2.y) **<>** 0 **and**

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

Board`getInstance().getCell(c1.x,yi).piece = **nil** ) **or** --Vertical

(**abs**(c1.x-c2.x) **<>** 0 **and** **abs**(c1.y-c2.y) = 0 **and**

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

Board`getInstance().getCell(c1.y,xi).piece = **nil**) **or** --Horizontal

(promoted **and** validKingMove(c1,c2));

**end** Rook