**class** SilverGeneral **is** **subclass** **of** Piece

**operations**

**public** SilverGeneral: Player ==> SilverGeneral

SilverGeneral(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()) **or**

(**abs**(c1.x-c2.x) = **abs**(c1.y-c2.y) **and** **abs**(c1.x-c1.y) = 1);

**end** SilverGeneral