

Western chess: determining if a move for a particular type of piece is valid. Implement the code for method: isMoveValid(). It will receive information about the current (row,column) of a chess piece as well as the destination (row,column) to move it. If, according to the rules of Western chess, a move is a valid one then it will return true otherwise it will return false.

Example runs of a solution:

Entering a valid move for a rook:

```
Current row: 0
Current column: 0
Destination row: 7
Destination column: 0
Type of piece to move e.g. king,queen,knight,rock,black pawn,white pawn etc.: rook
Moving a rook from location(row/column)=(0/0) to location(row/column)=(7/0) is a valid move.
```

Entering another valid move for a rook:

```
Current row: 3
Current column: 3
Destination row: 3
Destination column: 0
Type of piece to move e.g. king,queen,knight,rock,black pawn,white pawn etc.: rook
Moving a rook from location(row/column)=(3/3) to location(row/column)=(3/0) is a valid move.
```

Entering an invalid move for a rook:

```
Current row: 5
Current column: 5
Destination row: 7
Destination column: 7
Type of piece to move e.g. king,queen,knight,rock,black pawn,white pawn etc.: rook
Moving a rook from location(row/column)=(5/5) to location(row/column)=(7/7) is not a valid move.
```

Entering an invalid move for a white pawn:

```
Current row: 3
Current column: 3
Destination row: 4
Destination column: 3
Type of piece to move e.g. king,queen,knight,rock,black pawn,white pawn etc.: white pawn
Moving a white pawn from location(row/column)=(3/3) to location(row/column)=(4/3) is not a valid move.
```

Entering a valid move for a black pawn:

```
Current row: 3
Current column: 3
Destination row: 4
Destination column: 3
Type of piece to move e.g. king,queen,knight,rock,black pawn,white pawn etc.: black pawn
Moving a black pawn from location(row/column)=(3/3) to location(row/column)=(4/3) is a valid move.
```

If you don't know the rules you can find many sites online but here's one example that provides a nice graphical representation of the valid moves:

<https://ilchessvets.org/simplified-chess-rules.html>

I'd recommend that you try to solve the problem for something less complex such as one of the types of pawns, a king or even a rook. For the pawns you can either ignore the rule that allows pawns to move 2 rows if it's their first move or you can add an additional boolean parameter to the method signature that specifies if it's the first move.

If you're really keen then you can try to solve the problem for the more complex pieces (e.g. queen, knight). The last parameter for the method can be used to describe the type of piece being moved: king, queen, knight, bishop, rook, pawn. If you do try to check the validity of the moves for different pieces then you will likely have to implement additional methods to handle each case. (In case of the queen you may need to implement multiple methods).