# The Knight Problem

Computer Science Club 2015-2016

Difficulty: Difficult

Directions: Analyze the chess boards below. When playing chess, a Knight can always move forward/backward 2 and left/right 1. A Knight can also move forward/backward 1, and left/right 2. The board on the left shows the possible moves for the knight in the center of the board. The board on the right shows the typical grid labels for a chess board.
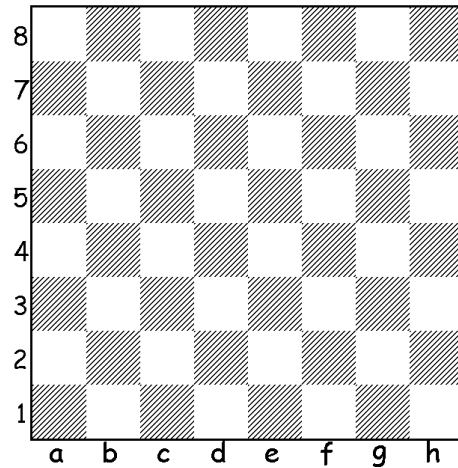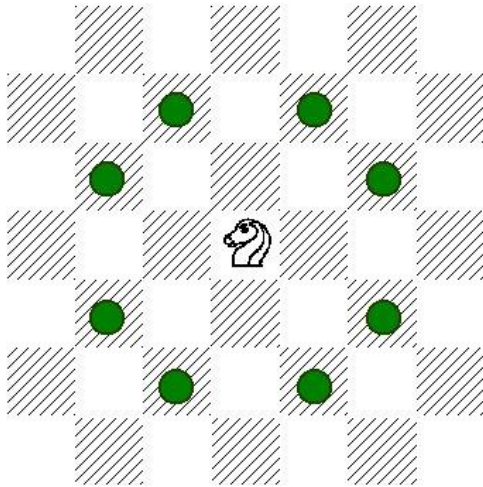
Create a program that accepts two board spaces and determines if the knight can move from space 1 to space 2. The program should also print out all of the possible moves for the knight.

Sample Printout)

```
Enter Knight starting location: d4
Enter Knight ending location: a1
Valid move: false
Possible Moves: [c6, e6, b5, f5, b3, f3, c2, e2]
```