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The Virtual Learning Environment for Computer Programming

Chess attack X79963\_en

You are given pairs of chess pieces with locations; for each pair, you are to output *true* if the first piece can attack the second, and *false* otherwise.

## Input

A number  $n \ge 1$ , followed by n pairs of pieces.

Each piece is specified in the following format: *type* x y. *Type* is a character: K for king, Q for queen, R for rook, B for bishop, and N for knight. x and y are ints such that  $0 \le x \le 7$  and  $0 \le y \le 7$ ; they specify the x and y coordinates of the piece's position on the chessboard. In each pair, the two pieces are guaranteed to be in different positions.

# Output

For each pair, output *true* if the first piece can attack the second, and *false* otherwise. Refer to Wikipedia (or another internet source) for information on how each of the pieces behave.

#### Observation

## Sample input

4					
Q	2	3	Q	3	5
Q	2	3	Q	4	5
В	1	1	K	2	3
Ν	1	1	K	2	3

## Sample output

false true false true

### **Problem information**

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