

## Wandering Knight Problem

Move the knight, beginning from any given square on the chessboard, in such a manner that it travels successively to all 64 squares, touching each square once and only once. It is convenient to represent a solution by placing the numbers 1, 2, ... 64 in squares of the chessboard indicating the order in which the squares are reached. Use Warnsdorff's rule to construct a particular solution to the problem. His rule was that the knight must always be moved to one of the squares from which there are the fewest exits to squares not already traversed.

Consider the follow 8 x 8 array representing the chess board. Note the knight makes only L-shape moves. The diagram below shows the eight possible legal moves for the knight in position (4, 2).

	0	1	2	3	4	5	6	7
0								
1								
2		h		a				
3	g				b			
4			<b>K</b>					
5	f				c			
6		e		d				
7								

**Input:** Coordinates for the start position x, y

**Output:**

Print the contents of the array showing the order which the squares are visited from 1 to 64. Use one row per line of output.