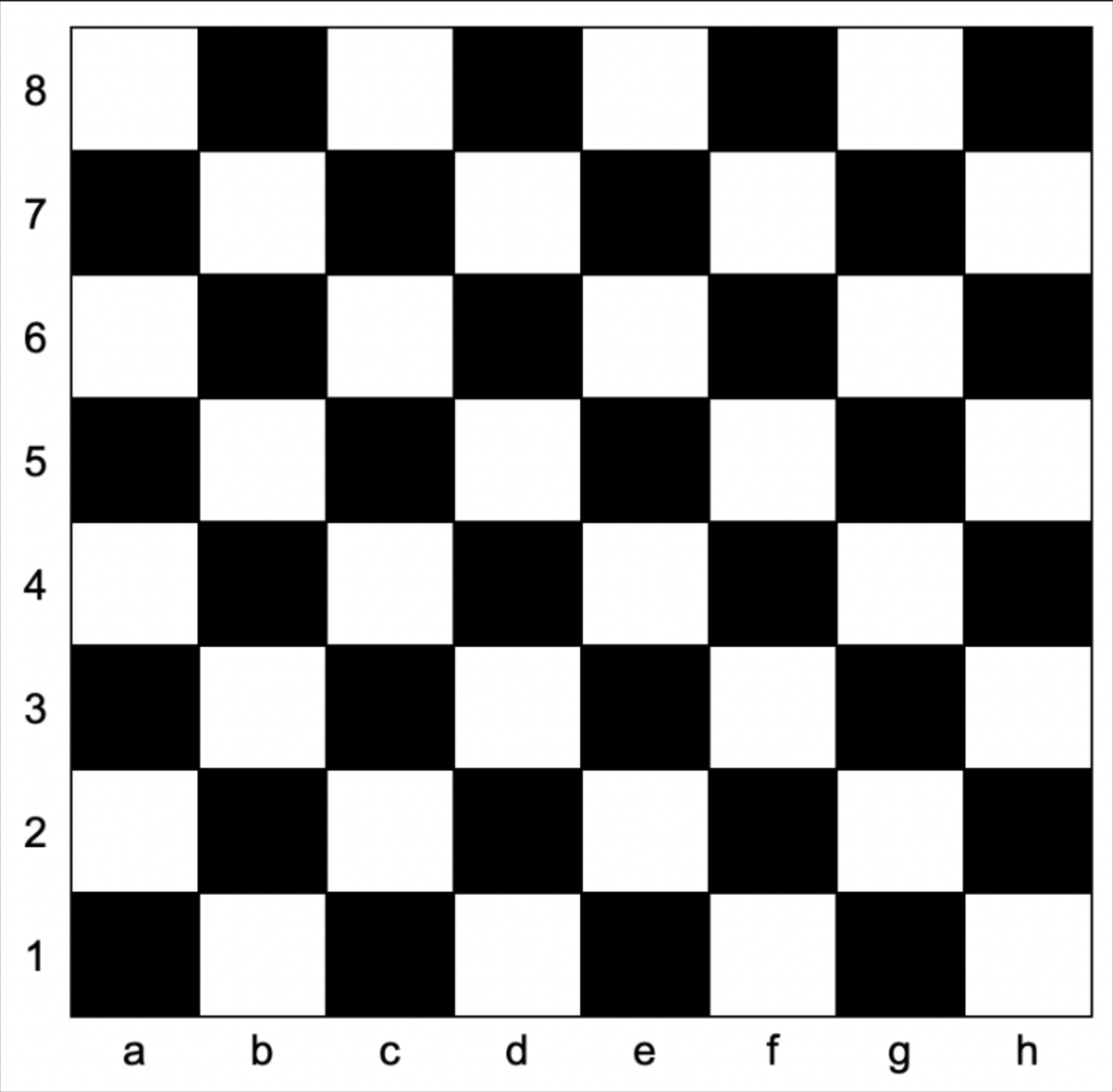


1812. Determine Color of a Chessboard Square

Description

You are given `coordinates` , a string that represents the coordinates of a square of the chessboard. Below is a chessboard for your reference.



Return `true` *if the square is white, and* `false` *if the square is black* .

The coordinate will always represent a valid chessboard square. The coordinate will always have the letter first, and the number second.

Example 1:

Input: `coordinates = "a1"`
Output: `false`
Explanation: From the chessboard above, the square with coordinates "a1" is black, so return false.

Example 2:

Input: `coordinates = "h3"`
Output: `true`
Explanation: From the chessboard above, the square with coordinates "h3" is white, so return true.

Example 3:

Input: `coordinates = "c7"`
Output: `false`

Constraints:

- `coordinates.length == 2`
- `'a' <= coordinates[0] <= 'h'`
- `'1' <= coordinates[1] <= '8'`

