**Chessboard with Python**

**A chess board is a type of game board that is used to play chess and chess pieces are placed on it. A chessboard is a square with alternating patterns of diagonal squares on it. In this free Python project, we will teach you how to create and depict a chess board with the Python programming language .**

**Create a chessboard with Python**

**To create a chessboard with the Python programming language, we use two different Python libraries :** [**Matplotlib**](https://imhmdi.com/matplotlib/)**for rendering and NumPy for building the algorithm that helps us create and render the chessboard. Let's see how we can create a chess board by coding :**

**import matplotlib . pyplot as plt**

**import numpy as np**

**from matplotlib . colors import LogNorm**

**dx , dy = 0.015 , 0.05**

**x = n.p. \_ orange ( -4.0 , \_ 4.0 , dx )**

**y = n.p. \_ orange ( -4.0 , \_ 4.0 , dy )**

**X , Y = n.p. \_ meshgrid ( x , y )**

**extent = n.p. \_ min ( x ), n.p. \_ max ( x ), n.p. \_ min ( y ), n.p. \_ max ( y )**

**z1 = n.p. \_ add . outer ( range ( 8 ), range ( 8 )) % 2**

**plt . imshow ( z1 , cmap = " binary\_r " , interpolation = "nearest" , extent = extent , alpha = 1 )**

**def chess( x , y ):**

**return ( 1 -x / \_ 2 + x \*\* 5 + y \*\* 6 ) \* n.p. \_ exp ( - ( x \*\* 2 + y \*\* 2 ))**

**z2 = chess ( X , Y )**

**plt . imshow ( z2 , alpha = 0.7 , interpolation = "bilinear" , extent = extent )**

**plt . title ( "Chess Board with Python" )**

**plt . show ()**

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**In this way, we can create a chessboard by coding with Python. I hope this free Python project on making a chess board with Matplotlib library was interesting to you .**

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