

“Almost Chess”

Instructions:

Write code that reproduces the behavior in the video example:

- Print a 2-Dimensional Chessboard
- Continually ask the user for coordinates
- Always overwrite the destination with the target
- Always replace the target with an empty string
- End the program if any of the coordinates are out of range

Technical Requirements

1. The board must actually be a 2-Dimensional Array of strings.
2. The board you display must be a true representation of the 2D Array.