

The function goes through each tile on the chessboard, which is represented as an 8x8 grid (hence the nested for loops iterating over the range 8). For each tile, it checks if there is a piece on it and what type of piece it is. Depending on the piece, it adds or subtracts a certain value from the total **value** variable, which represents the evaluation of the board. The values associated with each piece type are hardcoded.

- **Lowercase letters represent black pieces:** 'p' for pawn, 'n' for knight, 'b' for bishop, 'r' for rook, 'q' for queen, 'k' for king.
- **Uppercase letters represent white pieces:** 'P' for pawn, 'N' for knight, 'B' for bishop, 'R' for rook, 'Q' for queen, 'K' for king.

The values subtracted for white pieces and added for black pieces, meaning this function evaluates the board from the perspective of the black player. A positive evaluation indicates an advantageous position for black, while a negative evaluation indicates an advantageous position for white.