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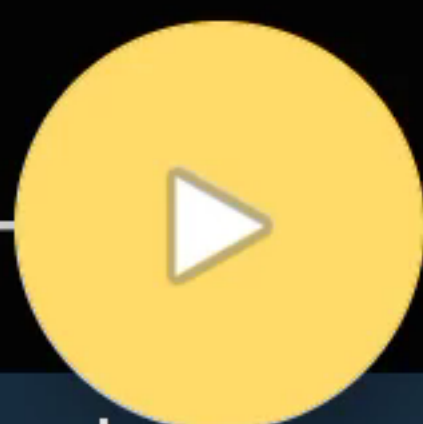
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```
1 import turtle
2
3 # Constants
4 SCREEN_SIZE = 450
5 SQUARE_SIZE = SCREEN_SIZE // 8
6
7 # Function to draw a square
8 def draw_square(color):
9     turtle.begin_fill()
10    turtle.fillcolor(color)
11    for _ in range(4):
12        turtle.forward(SQUARE_SIZE)
13        turtle.right(90)
14    turtle.end_fill()
15
16 # Function to draw the chessboard
17 def draw_chessboard():
18     for row in range(8):
19         for col in range(8):
20             if (row + col) % 2 == 0:
21                 draw_square("black")
22             else:
23                 draw_square("white")
24             turtle.forward(SQUARE_SIZE)
25             turtle.backward(8 * SQUARE_SIZE)
26             turtle.right(90)
27             turtle.forward(SQUARE_SIZE)
28             turtle.left(90)
29
30 # Set up the turtle screen
31 turtle.speed(0)
32 turtle.hideturtle()
33 turtle.bgcolor("white")
34 turtle.title("Chess Board")
35 turtle.setup(SCREEN_SIZE, SCREEN_SIZE)
36
```



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32 turtle.hideturtle()
33 turtle.bgcolor("white")
34 turtle.title("Chess Board")
35 turtle.setup(SCREEN_SIZE, SCREEN_SIZE)
36
37 # Move to starting position
38 turtle.penup()
39 turtle.goto(-SCREEN_SIZE / 2, SCREEN_SIZE /
40 2)
41 turtle.pendown()
42
43 # Draw the chessboard
44 draw_chessboard()
45
46 # Keep the window open
47 turtle.done()
```



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