```python
import turtle

# Constants
SCREEN_SIZE = 450
SQUARE_SIZE = SCREEN_SIZE // 8

# Function to draw a square
def draw_square(color):
    turtle.begin_fill()
    turtle.fillcolor(color)
    for _ in range(4):
        turtle.forward(SQUARE_SIZE)
        turtle.right(90)
    turtle.end_fill()

# Function to draw the chessboard
def draw_chessboard():
    for row in range(8):
        for col in range(8):
            if (row + col) % 2 == 0:
                draw_square("black")
            else:
                draw_square("white")
            turtle.forward(SQUARE_SIZE)
        turtle.backward(8 * SQUARE_SIZE)
        turtle.right(90)
        turtle.forward(SQUARE_SIZE)
        turtle.left(90)

# Set up the turtle screen
turtle.speed(0)
turtle.hideturtle()
turtle.bgcolor("white")
turtle.title("Chess Board")
turtle.setup(SCREEN_SIZE, SCREEN_
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# Move to starting position
turtle.penup()
turtle.goto(-SCREEN_SIZE / 2, SCREEN_SIZE / 2)
turtle.pendown()

# Draw the chessboard
draw_chessboard()

# Keep the window open
turtle.done()
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