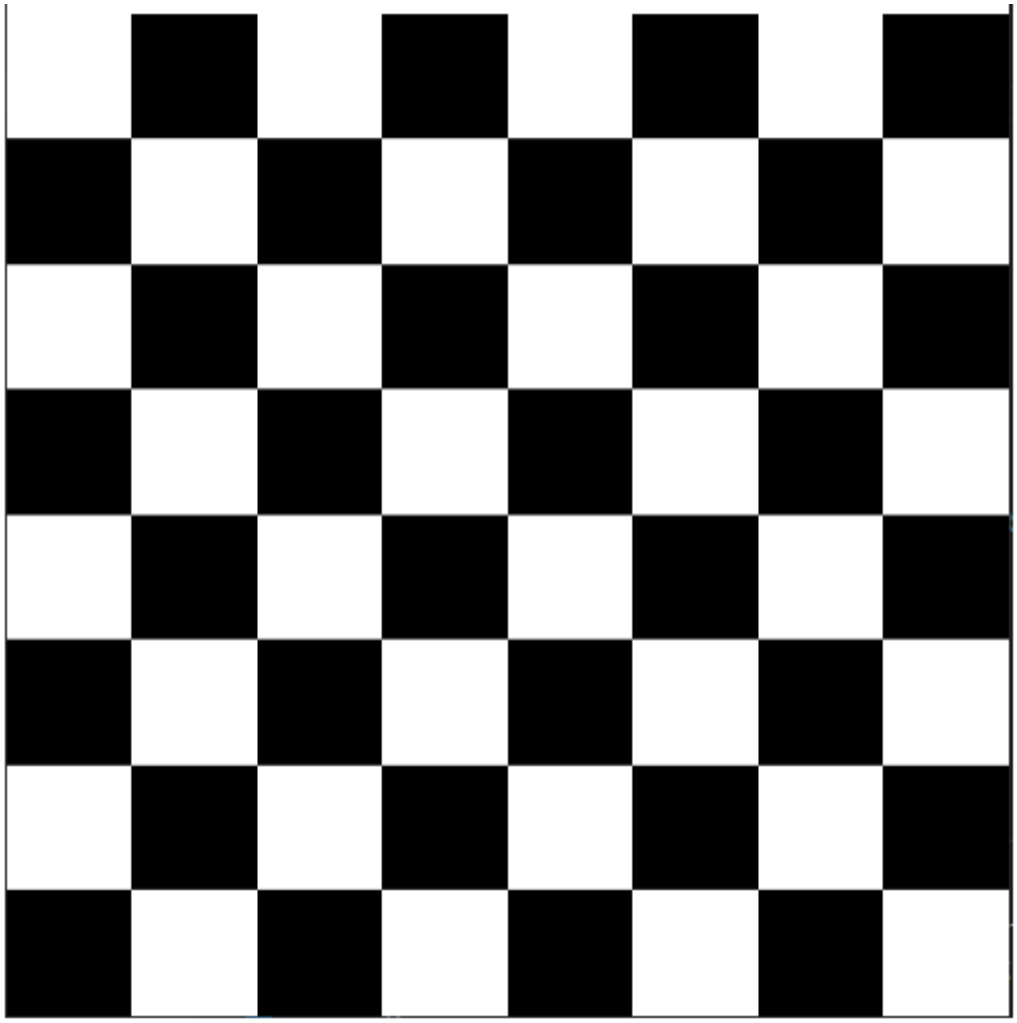
Draw a Chess Board



```
#include<windows.h>
#include <GL/glut.h>
void init(void)
{
   glClearColor(0, 0, 0, 0);
   glMatrixMode(GL_PROJECTION);
   gluOrtho2D(0, 800, 0, 800);
}
void display(void)
{
   glClear(GL_COLOR_BUFFER_BIT);
   bool f = false;
   for (int x = 0;x <= 800;x += 100) {
      for (int y = 0;y <= 800;y += 100) {
         if (f) {
            glColor3ub(255, 255, 255);
            f = !f;
         }
         else {
            glColor3f(0, 0, 0);
            f = !f;
         }
         glBegin(GL_QUADS);
         glVertex2d(x, y);
         glVertex2d(x, y + 100);
```

```
            glVertex2d(x + 100, y + 100);
            glVertex2d(x + 100, y);
            glEnd();
            glFlush();
        }
    }
}
int main(int argc, char* argv[])
{
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
    glutInitWindowPosition(200, 50);
    glutInitWindowSize(500, 500);
    glutCreateWindow("201-15-13706");

    init();
    glutDisplayFunc(display);
    glutMainLoop();

    return 0;
}
```