

1. Task Description

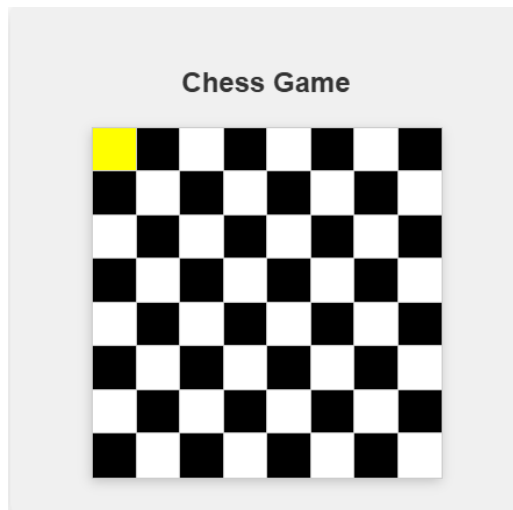
Develop a "Chess" board game with redux when one with white other is black color of square while clicking on white one color change to yellow and black to red

2. Task Output Screenshot

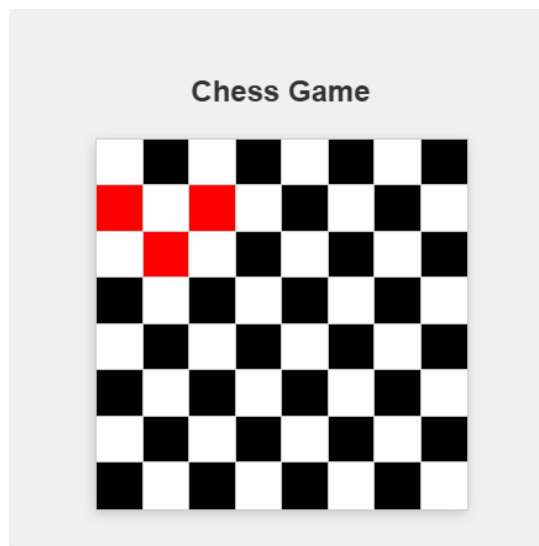
CHESS BOARD PAGE –



white one color change to yellow –



black to red –



3. Widget/Algorithm Used In Task

1. Redux State:

- The chessboard is represented as a 2D array in the Redux store.
- Each square has a color property that determines its current color.

2. Square Click Handler:

- When a square is clicked, the updateSquare action is dispatched with the clicked square's coordinates.
- The reducer updates the square's color based on its current color.

3. Dynamic Rendering:

- The ChessBoard component reads the board state from the Redux store using useSelector.
- Each square's color is dynamically applied as a CSS class.

4. Styling:

- CSS classes white, black, yellow, and red define the visual representation of the squares.

- **Initial Board Setup: Alternate black and white squares.**
- **Interactive Color Changes:**
 - Clicking a white square changes it to yellow.
 - Clicking a black square changes it to red.
- **Scalable Design: Easily extendable for more complex chess functionality.**