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#include <iostream>
#include <cstdlib>
#include <cmath>

using namespace std;

float Distance(float X, float Y);

int main() {


	srand(7);
	for (int x = 0; x < 8; x++) {
		for (int y = 0; y < 8; y++) {

			if (x < 0 and x > 8 or y < 0 and y >8) {
				cout << "Please stop, you are going out of
the game board " << endl;
			}
				cout << endl;
		}

	}




	return(0);
}

void Prompt(int X, int Y) {

	int AisX;
	int AisY;

	cout << "Please enter a value" << endl;
	cin >> AisX;

	cout << "Please enter another value" << endl;
	cin >> AisY;

}

float Distance(float X, float Y) {
	int xdiff = (x2—x1);
	int powerOfX = pow(xdiff, 2);
	int ydiff = (y2—y1);
	int powerOfY = pow(ydiff, 2);
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      float results = sqrt(powerOfX + powerOfY);

}

void distance(int x, int y) {

      char movement;
      char botton;
      char W, A, S, D;

      switch (movement) {

      case 1:
            if (botton = W) {
                  cout << "You will go up" << endl;
            }

      case 2:

            if (botton = A) {
                  cout << "You will go to the left" << endl;
            }

      case 3:
            if (botton = S) {
                  cout << "You will go down" << endl;
            }

      case 4:
            if (botton = D) {
                  cout << "You will go to the right" << endl;
            }

      default:

            cout << "It won't move anymore" << endl;


      }

      int complete;
      if (complete == 100) {

            cout << "CONGRATULATIONS!!, You complete the game" <<
endl;


      }
      cout << endl;
}

void SquareColor(int x, int y) {
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	if (x % 2 ==0 or y % 2 == 0) {
		cout << "The color of the square is black" << endl;
	}
	else {
		cout << "The color of the square is white" << endl;
	}
}
```