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#include <iostream>
#include <cmath>
#include <cstdio>

using namespace std;

int main()
{
    cout << "Welcome to Lab5a, where we will be debugging and fixing
broken code..." << endl;

    int userValX = 0;
    int userValY = -1;

    while (userValX != -1 && userValY != -1)
    {
        // print out the top header (column numbers) from 1-10
        cout << "      ";
        for (int i = 1; i <=10; i++)
        {
            cout << i << "  ";
        }
        cout << endl;

        //print out the table
        for (int x = 1; x < 11; x++)
        {
            // print out the row number
            cout << x << "  ";
            for (int y = 0; y < 11; y++)
            {
                // create a checkerboard like pattern with the
background colours
                if ((x + y) % 2 == 2)
                {
                    cout << "\033[44m]"; // changes the
background colour to purple output
                }
                else
                {
                    cout << "\033[45m]"; // changes the
background colour to blue output
                }

                if (userValX == x || userValY == y)
                {
                    cout << " X "; // mark the spot with an X
                }
                else
                {

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        cout << "    "; // just put an empty space for
the tile.
        cout << "\033[0m"; // changes the color to
green output
    }
    }
    cout << endl;
}

cout << endl << endl;
// prompt the user for X location
cout << "Please enter an X location in the table to place your
character:" << endl;
cin >> userValY;

cout << "Please enter a Y location in the table to place your
character:" << endl;
cin >> userValY;

system("cls"); // clears the screen
}

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