```
import turtle

def draw_square(size, color):
    turtle.begin_fill()
    turtle.fillcolor(color)
    for _ in range(4):
        turtle.forward(size)
        turtle.right(90)
    turtle.end_fill()

def draw_chessboard(rows, columns, square_size):
    colors = ["white", "black"]

    for row in range(rows):
        for col in range(columns):
            color_index = (row + col) % 2
            x = col * square_size
            y = row * square_size

            turtle.penup()
            turtle.goto(x, y)
            turtle.pendown()

            draw_square(square_size, colors[color_index])

def main():
    turtle.speed(0)
    turtle.hideturtle()
    turtle.bgcolor("white")

    rows = 8
    columns = 8
    square_size = 40

    draw_chessboard(rows, columns, square_size)

    turtle.done()

if _name_ == "_main_":
    main()
```