#include<GL/glut.h>

void chessBoard(void)

{

// Quads

int i,j,color=0;

float x1, y1 = (1.3), x2, y2 = (1.1);

//stair start from here

for(i=0;i<8;i++,y1-=0.2,y2-=0.2)

{

x1 = (-1.3), x2 = (-1.1);

for(j=0;j<8;j++,x1+=0.2,x2+=0.2)

{

// set color

if(color==1)

{

// pink color

glColor3f(1.0, 0, 0.5);

color = 0;

}

else

{

//glColor3f(1.0, 1, 0.5);

// white color

glColor3f(2, 1, 1); //this will set a color of the square.

color = 1;

}

glBegin(GL\_QUADS); // write shape u want to create

glVertex3f(x1, y1, 0.0); // v1

glVertex3f(x1, y2, 0.0); // v2

glVertex3f(x2, y2, 0.0); // v3

glVertex3f(x2, y1, 0.0); // v4

glEnd();

}

// set color

if(color==1)

{

// pink color

glColor3f(1.0, 0, 0.5);

color = 0;

}

else

{

//glColor3f(1.0, 1, 0.5);

// white color

glColor3f(2, 1, 1); //this will set a color of the square.

color = 1;

}

}

}