```python
    for col in range(8):
        piece = board[row][col]
        if piece! = '.':
            piece_image = piece_images[piece]
            piece_rect = pygame.Rect(col * 80, row * 80, 80, 80)
            screen.blit(piece_image, piece_rect)
# Define initial state of the board
board = [
    ['r','n','b','q','k','b','n','r'],
    ['p','p','p','p','p','p','p','p'],
    ['-','-','-','-','-','-','q','-'],
    ['-','-','-','-','-','-','-','-'],
    ['-','-','-','-','-','-','-','-'],
    ['-','-','-','-','-','-','-','-'],
    ['p','p','p','p','P','p','p','p'],
    ['R','N','B','Q','k','B','N','R'].
]

# Draw board and pieces
draw_board()
draw_pieces(board)

# start game loop
while True:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            Pygame.quit()
            quit()
    Pygame.display.update()
```

Result:

Thus the python program
for executing the chess
board was Successfully
completed.