```html
<html>
    <head>
        <title>Canvas</title>

        <script language="javascript">

            var canvasWidth = 500;
            var canvasHeight = 500;

            var width = 0;
            var height = 0;

            var black = "#000000";
            var white = "#FFFFFF";

            var size = 25;

            function initialize(){
                var canvas = document.getElementById("myCanvas");
                var context = canvas.getContext("2d");

                //context.fillStyle = "#ADD8E6";
                //context.fillRect(0, 0, canvasWidth, canvasHeight);

                width = dimensions.width.value;
                height = dimensions.height.value;
            }

            function drawSquare(x, y, size, color){
                var canvas = document.getElementById("myCanvas");
                var context = canvas.getContext("2d");

                context.fillStyle = color;
                context.fillRect(x, y, size, size);
            }

            function resetBackground(){
                var canvas = document.getElementById("myCanvas");
                var context = canvas.getContext("2d");

                context.fillStyle = "#ADD8E6";
                context.fillRect(0, 0 ,canvasWidth, canvasHeight);
            }

            function drawBoard(){
                var canvas = document.getElementById("myCanvas");
                var context = canvas.getContext("2d");

                initialize();
                resetBackground();

                var x = 0;
                var y = 0;

                var startWithBlack = true;

                for(var a = 0; a < height; a++){

                    if(startWithBlack){

                        for(var i = 0; i < width; i ++){

                            var color = i % 2 == 0 ? black : white;

                            drawSquare(x, y, size, color);
```

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                        x += size;

                    }

                    startWithBlack = false;
                }

                else{
                    for(var i = 0; i < width; i ++){

                        var color = i % 2 == 0 ? white : black;


                        drawSquare(x, y, size, color);

                        x += size;

                    }

                    startWithBlack = true;
                }

                x = 0;
                y += size;
            }
        }


    </script>
</head>

<body>
    <center>
        <h1>Basic Animations</h1>

</br>
</br>

    <canvas id="myCanvas" width="500" height="500"
        style="border:2px solid rgb(195, 195, 195);">
        Your browser does not suppport the canvas element
    </canvas>

</br>
</br>

<form name="dimensions" onload="initialize()">
    <label>Width:</label>
    <input type="text" name="width" value=""/>

</br>
</br>
</br>

<label>Height:</label>
    <input type="Height" name="height" value=""/>

</br>
    <input type="button" value="DO"  onclick="drawBoard()">
    </form>
        </center>
    </body>
</html>
```