**1.*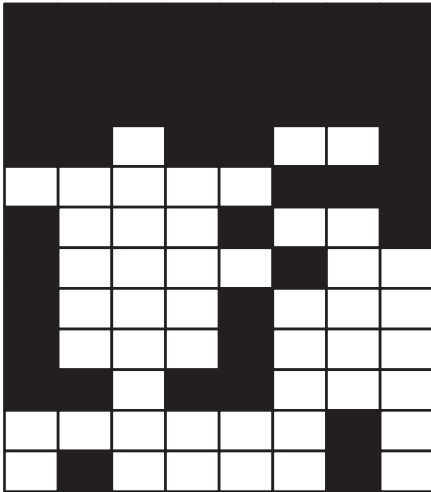* A new game is being developed. When the game is being played, details of the black and white tiles will be stored in a 2-D array of character values as shown below.

B	B	B	B	B	B	B	B
B	B	B	B	B	B	B	B
B	B	B	B	B	B	B	B
B	B	W	B	B	W	W	B
W	W	W	W	W	B	B	B
B	W	W	W	B	W	W	B
B	W	W	W	W	B	W	W
B	W	W	W	B	W	W	W
B	W	W	W	B	W	W	W
B	B	W	B	B	W	W	W
W	W	W	W	W	W	B	W
W	B	W	W	W	W	B	W

game display   matching contents of the 2-D array

Using a programming language of your choice, declare a 2-D array called `gameBoard` capable of storing this grid. **1**