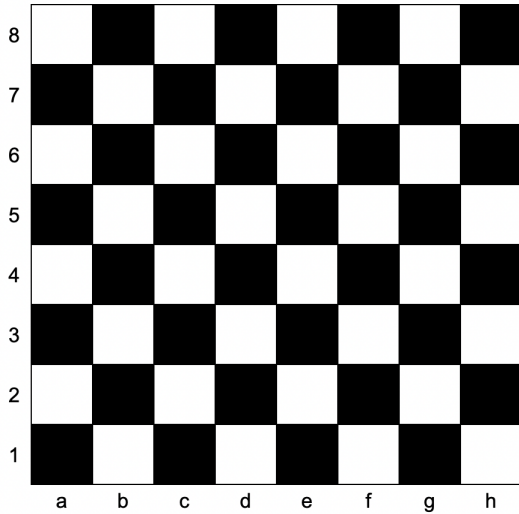


5705. Determine Color of a Chessboard Square

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You are given `coordinates` , a string that represents the coordinates of a square of the chessboard. Below is a chessboard for your reference.



Return `true` if the square is white, and `false` if the square is black.

The coordinate will always represent a valid chessboard square. The coordinate will always have the letter first, and the number second.

Example 1:

Input: coordinates = "a1"

Output: false

Explanation: From the chessboard above, the square with coordinates "a1" is black, so return false.

Example 2:

Input: coordinates = "h3"

Output: true

Explanation: From the chessboard above, the square with coordinates "h3" is white, so return true.

Example 3:

Input: coordinates = "c7"

Output: false

Constraints:

- `coordinates.length == 2`
- `'a' <= coordinates[0] <= 'h'`
- `'1' <= coordinates[1] <= '8'`

Java

```
1 class Solution {
2     public boolean squareIsWhite(String coordinates) {
3
4     }
5 }
```



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