

Problem 3 Checkerboard

3 points

JAVA: program name must be prob03.class C /C++ program name must be: prob03.exe

Task Description

You and a friend want to play a game of checkers, but you have no board! Oh, no! Thinking quickly, you reach in your pocket and find eight pennies, and somehow your friend finds eight dimes (don't ask where they came from). Now all you need is a checkerboard. You glance at the computer and printer and think of a great use for that expensive computational power!

Write a program to print a checkerboard pattern.

Program Input

Each line of input will contain a positive integer representing the size of an individual checker square. The largest possible input value is 9. The last line of the input is the number zero.

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Program Output

The program must print an 8x8 checkerboard corresponding to each input value. Use the # character for black squares and the . character for white squares. Each checkerboard must be separated by a blank line.

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