OMO TEC
ON MY OWN TECHNOLOGY

SESSION - 12
CHESS BOARD

Learning Outcomes:

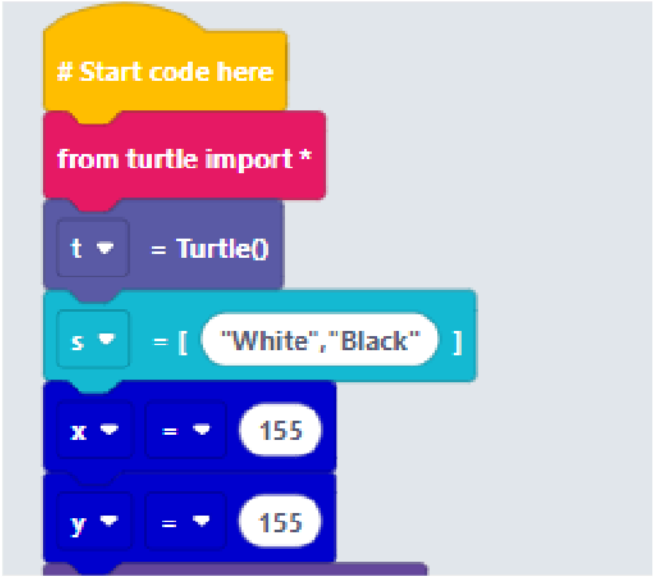
- **Remember**: The students will recall the concepts learnt .
- **Understand**: They will focus on understanding the logics to build the game “Drawing a chess board “
- **Apply**: They will learn to apply the concepts of import libraries, create lists, using turtle to draw,using loops.
- **Analyze**: They will check their understanding by developing a code .
- **Create**: They will create the code in EduBlocks

TASK 01:-

</> WRITE A CODE TO CREATE A CHESS BOARD

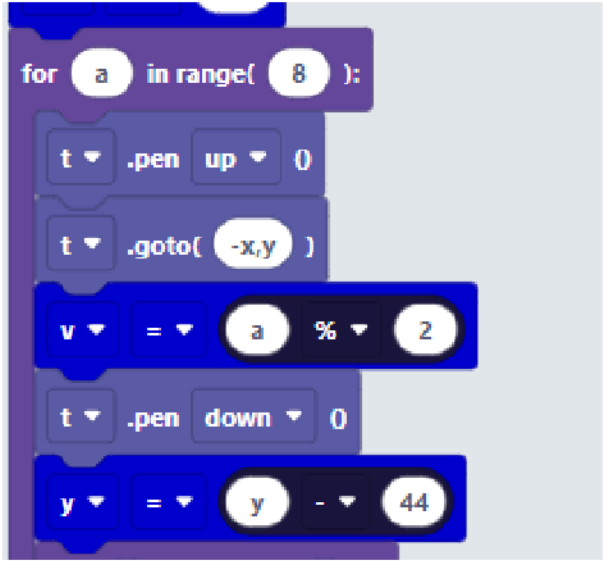
Program

- Import turtle library
- set it to turtle
- create a list of black and white
- create 2 variables x,y



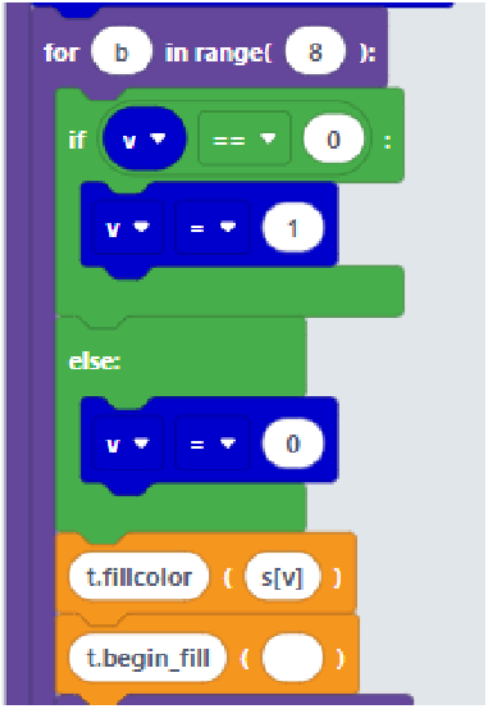
Program

- Use for loop in range of 8
- use the pen up block
- use goto block
- create a variable “v”
- use pen down block



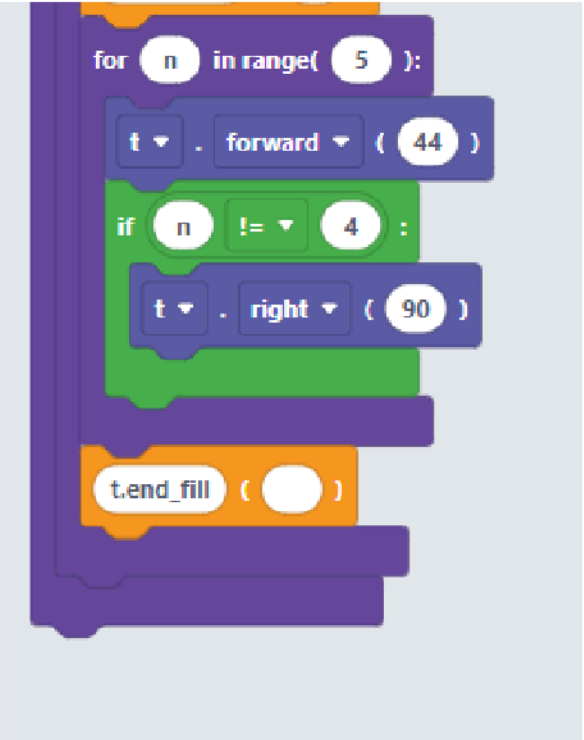
Program

- take a for loop
- give the if else condition



Program

- Again repeat the for loop in range of 5
- take the if condition and later end the fill.



Syntax

```
#Start code here
from turtle import *
t = Turtle()
s = ["White","Black"]
x = 155
y = 155
for a in range(8):
    t.penup()
    t.goto(-x,y)
    v = a % 2
    t.pendown()
    y = y - 44
    for b in range(8):
        if v == 0:
            v = 1
        else:
            v = 0
        t.fillcolor(s[v])
        t.begin_fill()
        for n in range(5):
            t.forward(44)
            if n != 4:
                t.right(90)
        t.end_fill()

```

Output