1812. Determine Color of a Chessboard Square(判斷棋盤的顏色)
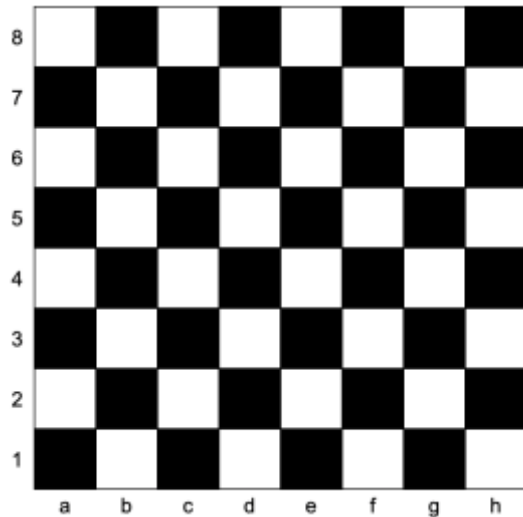
傳入一個棋盤的座標 `coordinates` (它是一個字串), 以下是棋盤的示意圖.

如果座標位置是白色, 請回傳 true, 若是黑色則回傳 false.

註: 傳入的座標是正確的座標值, 座標的第 1 個值是英文, 第 2 個值是數字.

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:

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Input: coordinates = "c7"

Output: false
```

Constraints:

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