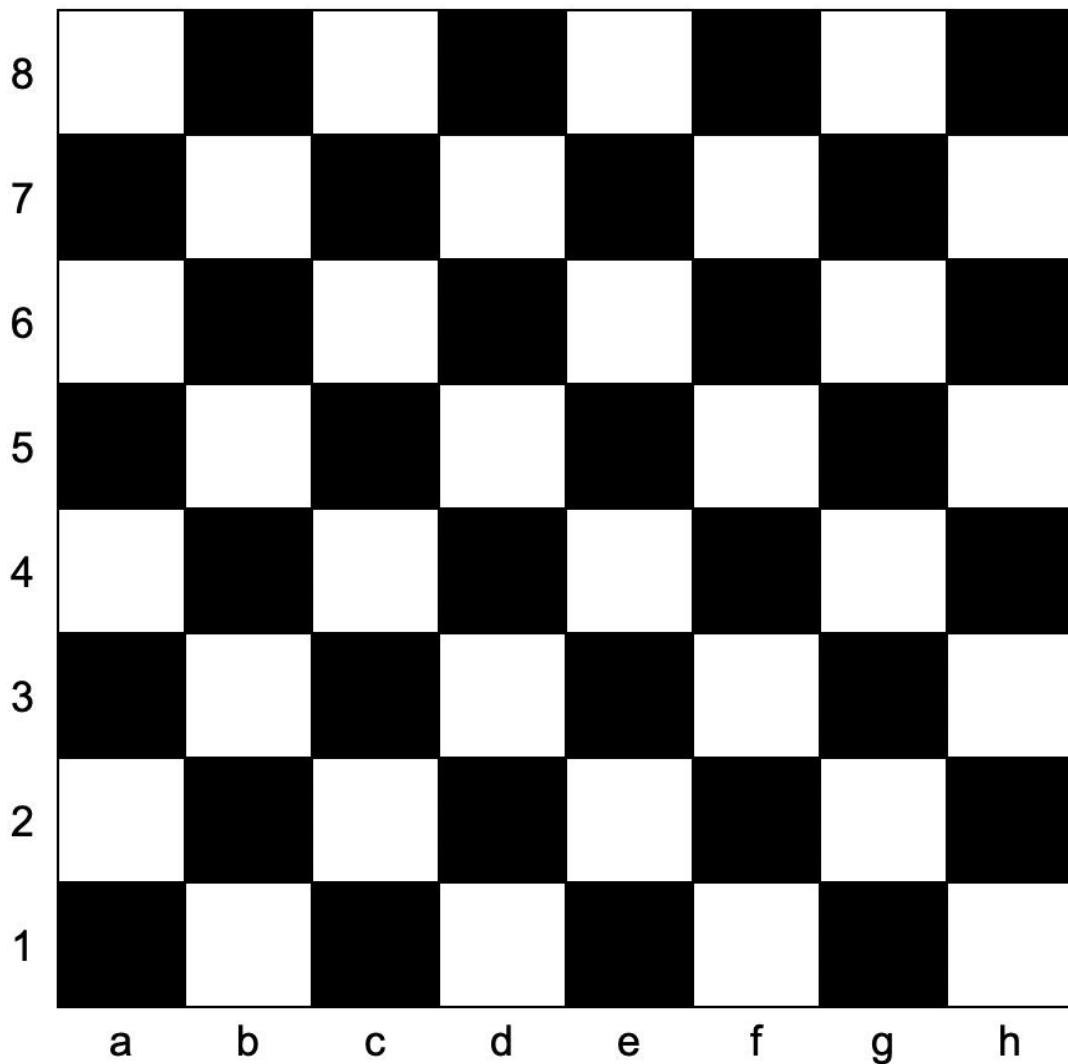You are given coordinates, a string that represents the coordinates of a square of the chessboard. Below is a chessboard for your reference.



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'