

Programming Assignment 1

Due Feb 4

Create a checkerboard (or chessboard) display that draws a board using alternating black and white squares, 8 squares in each direction. Default size is 10 pixels per side, but provide a property that will allow the user to change the size of the square. Provide an event that allows the user to determine which square has been clicked by the mouse. Use two parameters X and Y, which can have the value 0-7 respectively. If the mouse is off the board, don't fire the event.