

# Call GetLength for two dimensional array

```
using System;
```

```
class ChessBoard {  
    static void Main(String[] args) {  
        Char[,] SquareColor = new Char[8, 8];  
        for (int i = 0; i < SquareColor.GetLength(0); i++) { for (int  
            x = 0; x < SquareColor.GetLength(1); x++) { if ((x % 2) == 0)  
                if ((i % 2) == 0) SquareColor[i, x] = 'W'; else SquareColor[i,  
                x] = 'B'; else if ((i % 2) == 0) SquareColor[i, x] = 'B'; else  
                SquareColor[i, x] = 'W'; } } for (int i = 0; i <  
            SquareColor.GetLength(0); i++) { for (int x = 0; x <  
            SquareColor.GetLength(1); x++) { Console.Write(SquareColor[i,  
            x)); } Console.WriteLine(); } } } [/csharp]
```