

```

import java.util.*;

/**
 * This is the AiPlayer class. It simulates a minimax player for the max
 * connect four game.
 * The constructor essentially does nothing.
 *
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 *
 */

public class AiPlayer
{
    /**
     * The constructor essentially does nothing except instantiate an
     * AiPlayer object.
     *
     */
    public AiPlayer()
    {
        // nothing to do here
    }

    /**
     * This method plays a piece randomly on the board
     * @param currentGame The GameBoard object that is currently being used to
     * play the game.
     * @return an integer indicating which column the AiPlayer would like
     * to play in.
     */
    public int findBestPlay( GameBoard currentGame )
    {
        // start random play code
        Random randy = new Random();
        int playChoice = 99;

        playChoice = randy.nextInt( 7 );

        while( !currentGame.isValidPlay( playChoice ) )
            playChoice = randy.nextInt( 7 );

        // end random play code

        return playChoice;
    }
}

```