Connect 4 Design
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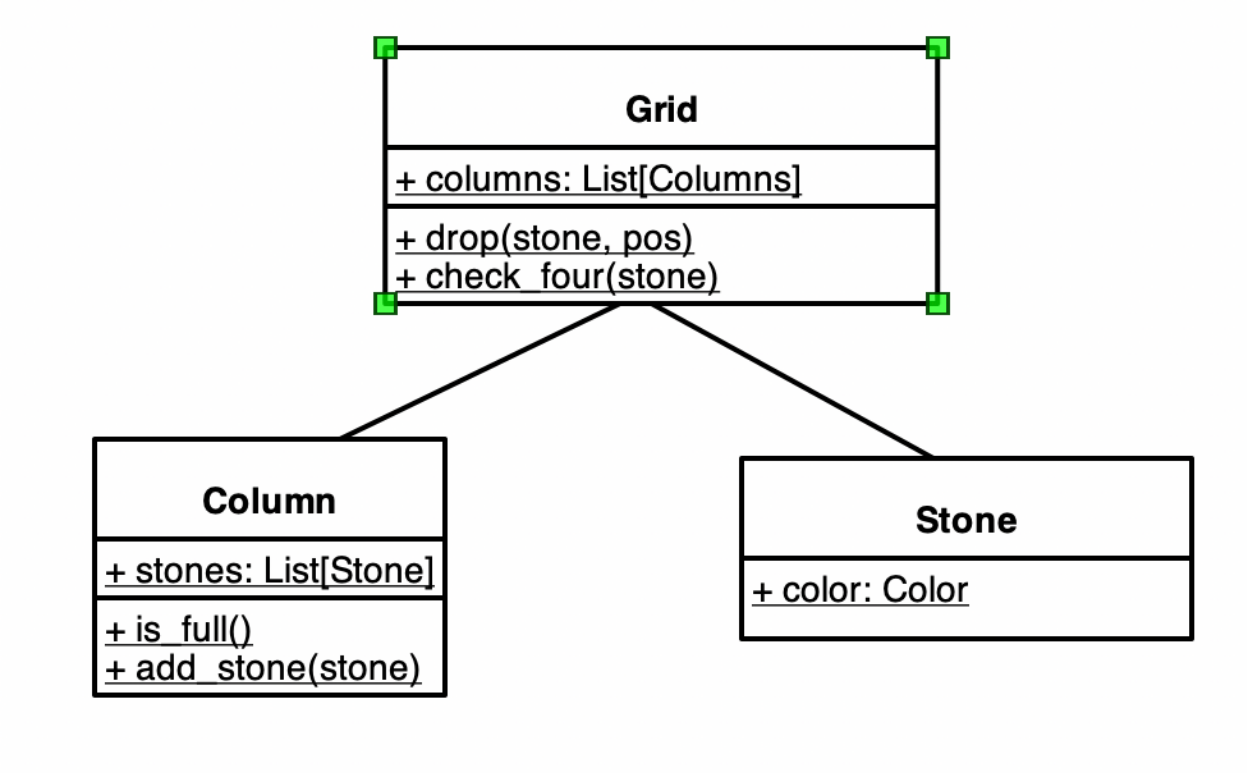

The grid class will keep a list of columns, which will represent the columns of the connect four grid. It will also contain the functionality of dropping a stone and checking to see if a player has “connected four.” The drop(stone, pos) method will call the add_stone(stone) method from the column class. This function will then call its own is_full() method, which will check to see if the column is full. If the column has space, the method will add the stone to its list of stones, which represents the stones in that column. The stones in this list will be stored in reverse order meaning that the first element in the list will represent the bottom stone in that column. The check_four(stone, columns) method in the grid class will take in the stone that was just recently dropped and scan in all possible directions to see if that player “connected four”