**Program Skeleton Development**

For the connect 4 game, other than the main program, I would like to develop 4 classes as below:

**Player:** This class represents a player in the game. It can have properties such as player name, player symbol ('X' or 'O'), and methods to set and get player information.

**Game:** This class manages the overall game logic and flow. It can handle player turns, validate moves, check for win/draw conditions, and update the game board. It can have methods such as StartGame(), MakeMove(), CheckWin(), CheckDraw(), etc.

**Board:** This class represents the game board. It can have properties such as the board size (rows and columns), a multi-dimensional array to store the board state, and methods to access and modify the board.

**UI:** This class handles the user interface aspects, such as displaying the game board, getting user input for moves, and printing game messages. It can have methods such as DisplayBoard(), GetValidMove(), PrintMessage(), etc.