Homework 4
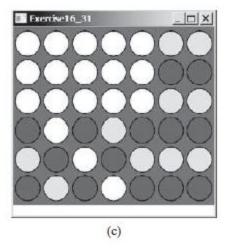**40 points**
Due Saturday October 31st, 11:59pm

Programming Exercise 14.5 - 40 points

***16.31** (*Game: connect four*) Programming Exercise 8.20 enables two players to play the connect-four game on the console. Rewrite a GUI version for the program, as shown in Figure 16.49c. The program enables two players to place red and yellow discs in turn. To place a disk, the player needs to click an available cell. An *available cell* is unoccupied and its downward neighbor is occupied. The program flashes the four winning cells if a player wins and reports no winners if all cells are occupied with no winners.

Note: the discs can be whatever color you like. The flashing winning cells, if a player wins, can also be whatever color you like.

(c)

Submit to Canvas:

Submit 1 zip file of all the files in your src folder. Name all your files clearly, so the grader can easily see, and run your programming exercise.

Scoring rubric:

The following rubric will be used:

Criteria	% Points
Program(s) fulfill all the requirements. All .java files are included and declare the necessary classes. Code is well organized, and easy to follow (especially for the grader). Coding stye is well utilized, including well named variables and methods. Comments are included, well written and descriptive.	100%
Program(s) fulfill almost all of the requirements. All .java files are included and declare the necessary classes. Code is fairly well organized, and somewhat easy to follow (especially for the grader). Some comments are included.	80%
Program(s) fulfill most of the requirements. All .java files are included and declare the necessary classes. Code is fairly well organized, and somewhat easy to follow (especially for the grader). Some or no comments are included.	60%
Program(s) fulfills some of the requirements, or does not run at all. Some .java files are included and declare some of the necessary classes. Some or no comments are included.	40%
Program(s) does not run at all. Some .java files are included and declare some of the necessary classes. Some or no comments are included.	20%
Either no attempt was made, or the attempt made shows no progress toward solving the problem.	0%