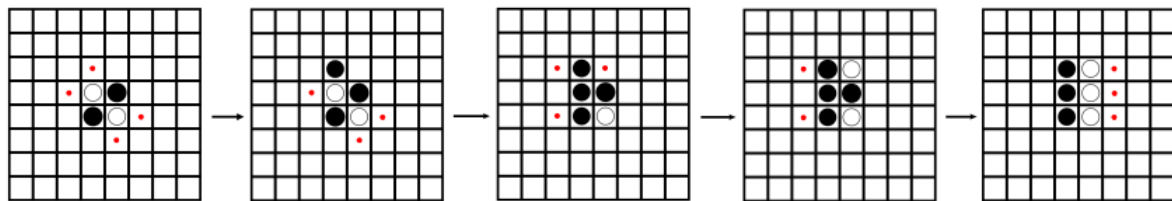# Reversi

Reversi is a board game for 2 players B and W who take turns placing black and white coins on an 8x8 board. The objective of the game is to flip as many of the opponent coins while blocking your opponent from flipping your coins. In order to flip a coin, you must first trap it between two of your coins, horizontally,vertically or diagonally. The game begins with four coins, two black and two white, placed in the center of the board.

Black goes first. The red dots in the image below indicate the possible positions of placing a coin by the current player. Black places a coin on the board in such a way that it traps one or more white coins between two of the black coins. This placement can be horizontal, vertical or diagonal as shown. When the black coin is placed, the white coins between the newly placed black coin is flipped over and becomes part of the black forces.

The players alternate turns until no more legal moves can be made by either player. At this point the game is over. The end of the game often results in a full board. The winner is the player with the most pieces of his color on the board.

The function **nextMove** takes in a character player followed by an 8x8 board array as input. Complete the function to print 2 integer positions row and column, space separated which is your next move.

Example Input

```
W
--------
--------
--------
---WB---
---BW---
--------
--------
--------
```

Example Output

```
5 3
```

The board results in the following state after the above move.

```
--------
--------
--------
---WB---
---WW---
---W----
--------
--------
```

How does it work?

Your code is run alternately against the opponent bot. Black goes first.