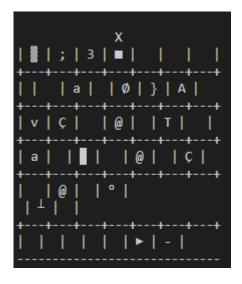
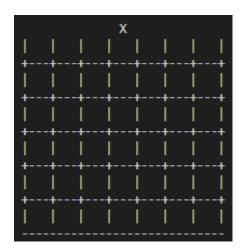
# Traces d'exécution des tests

# InitGrille:

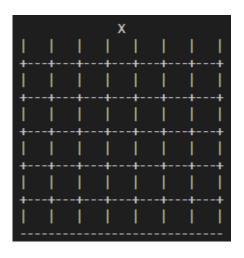
Grille non initialisé



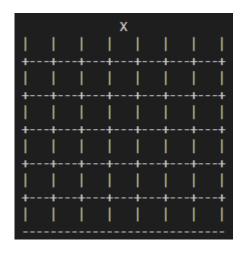
Grille déjà initialisé



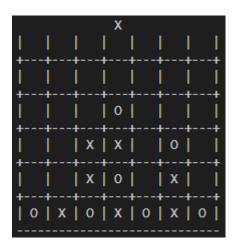
Résultat : grille initialisé



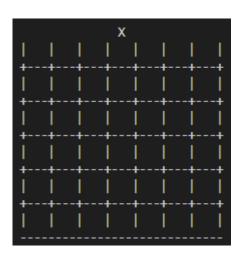
Résultat : grille initialisé



### Grille déjà rempli avec des jetons

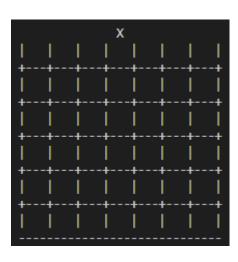




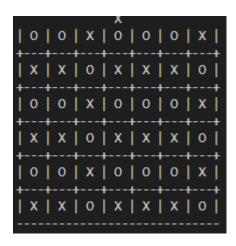


# Afficher:

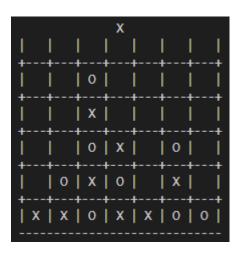
### Grille Vide



### Grille Pleine

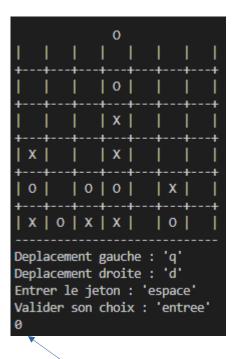


### Grille Partiellement Remplie



# GrillePleine:

#### Grille Non Pleine



Ce que retourne La fonction GrillePleine (0 pour False et 1 pour True)

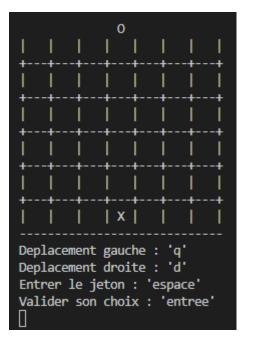
#### grille Pleine

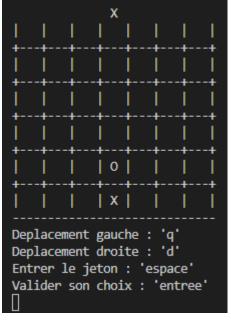


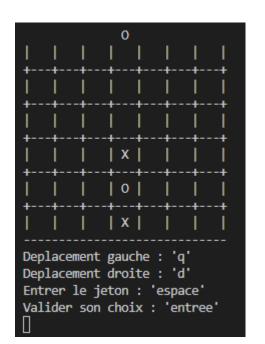
Ce que retourne La fonction GrillePleine (0 pour False et 1 pour True)

## GrillePleine:

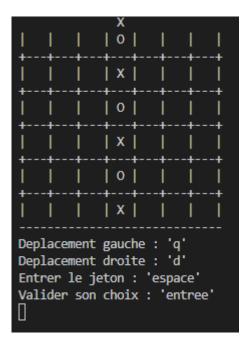
#### Joue dans une colonne Non pleine

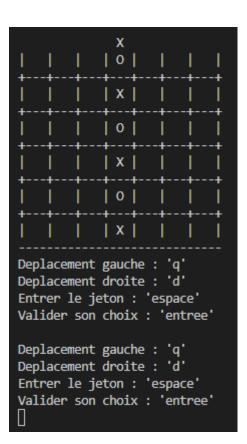






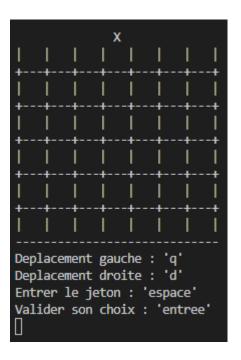
### Joue dans une grille Pleine





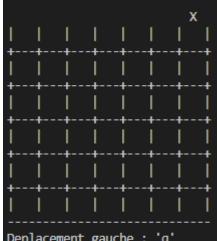
## ChoisirColonne:

#### Caractère saisi non valide





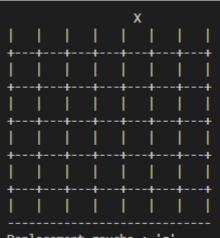
#### colonne entre 2 et 7 et saisie de 'q'



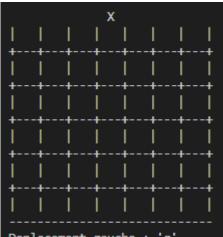
Deplacement gauche : 'q'
Deplacement droite : 'd'
Entrer le jeton : 'espace'
Valider son choix : 'entree'

				X			
			l				
+ 	 	 	+ 	#4 		 	
+	 	 	 	 	 	 	-
			l				
+ 	 	 	+ 	#4 		} <b>{</b>	
 	 	 	I }	 	 	 	-
			l				
<b>+</b>	 	 	} I	#4 		├ <b> </b> 	-
I	l					 	
Deplacement gauche : 'q'							

Deplacement gauche : 'q'
Deplacement droite : 'd'
Entrer le jeton : 'espace'
Valider son choix : 'entree'



Deplacement gauche : 'q'
Deplacement droite : 'd'
Entrer le jeton : 'espace'
Valider son choix : 'entree'
∏

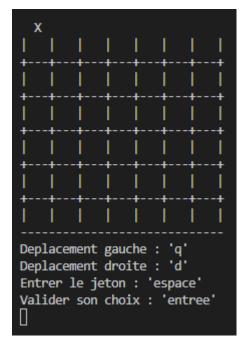


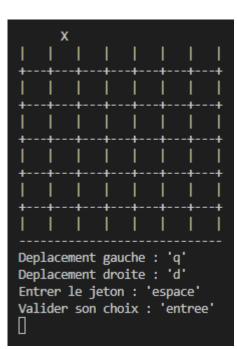
Deplacement gauche : 'q'
Deplacement droite : 'd'
Entrer le jeton : 'espace'
Valider son choix : 'entree'

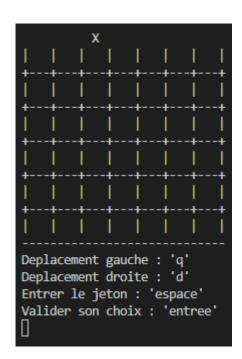
Deplacement gauche : 'q'
Deplacement droite : 'd'
Entrer le jeton : 'espace'
Valider son choix : 'entree'

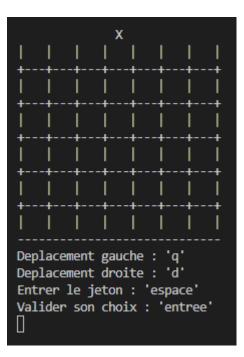
| | |

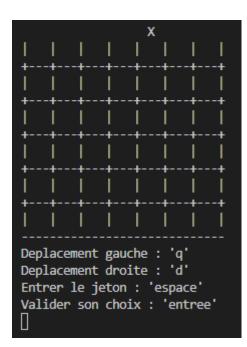
#### colonne entre 1 et 6 et saisie de 'd'

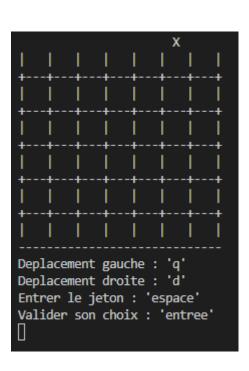




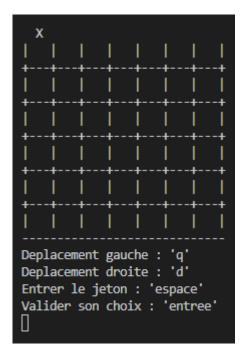


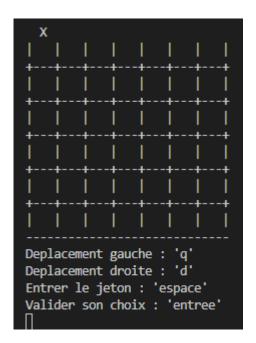




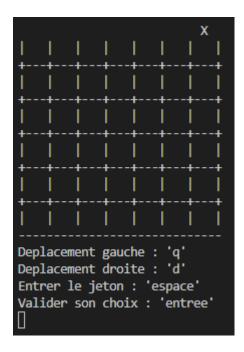


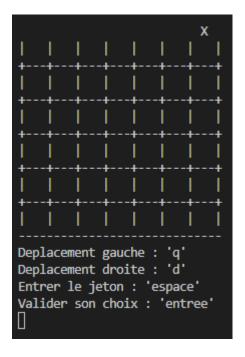
#### colonne = 1 et saisie de 'q'



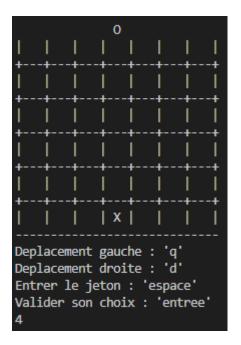


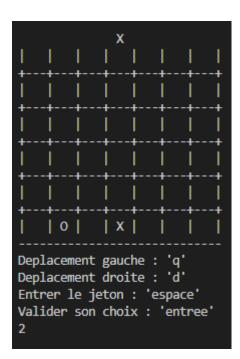
#### colonne de départ= 7 et saisie de 'd'

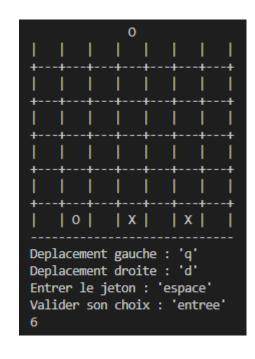




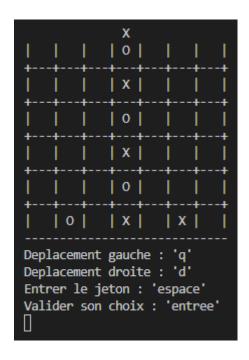
### colonne valide et saisie de la commande pour faire tomber le pion (touche ESPACE dans les specs)

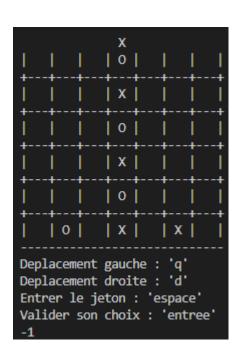






#### colonne Pleine



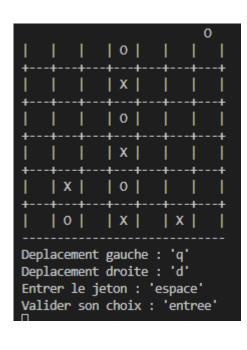


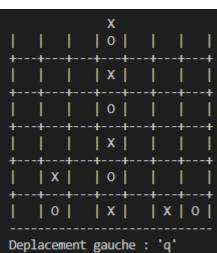
#### colonne Non Pleine

X					
	0				
++	++		<b></b>	·+	
	X				
++ 	++   ^			·	
	0				
i i i	x				
' ' ' <del>  </del>	++		 	· · ·	
i i i	0	ĺ		i i	
++	++				
0	X		X		
Deplacement gauche : 'q'					
Deplacement droite : 'd'					
Entrer le jeton : 'espace'					
Valider son choix : 'entree'					



Entrer le jeton : 'espace' Valider son choix : 'entree'

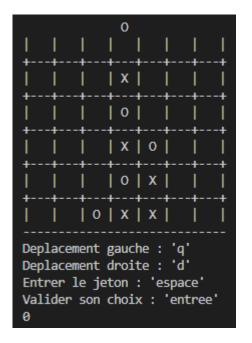


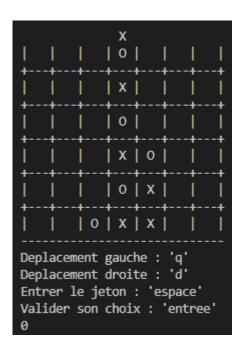


Deplacement gauche : 'q' Deplacement droite : 'd' Entrer le jeton : 'espace' Valider son choix : 'entree'

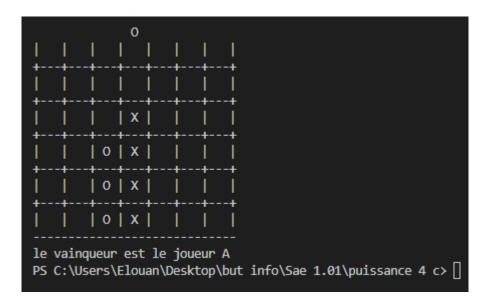
# estVainqueur:

#### pas 4 pions identiques alignés





#### colonne d'au moins 4 pions

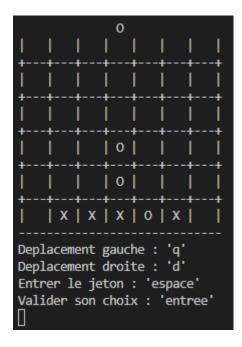


### ligne d'au moins 4 pions

### diagonale descendante d'au moins 4 pions

### diagonale ascendante d'au moins 4 pions

### ligne d'au moins 4 pions interrompue par un pion adverse



Le programme continue car estVainqueur renvoie false

# finDePartie

pion en entrée = PION A

pion en entrée = PION B

### pion en entrée = VIDE