

**Gebze Technical University**  
**Department of Computer Engineering**  
**CSE 241/505**  
**Object Oriented Programming**  
**Fall 2017**  
**Homework # 8**  
**Due date Jan 5<sup>th</sup> 2018**

**!!!No Late Submissions will be accepted for this HW!!!**

In this homework, you will write your game of Connect Four program in Java with a GUI which will be very similar to the game at <https://www.coolmath-games.com/0-4-in-a-row> as seen below.,



When the game starts, a dialog box will show up to ask 1 or 2 player game. Another dialog will ask the size of the board. After this the game will start.

Your program should have the following features

- The should be a Cell class and a ConnectFour class, which are very similar to the classes of HW3.
- Your board can be only square, no rectangular boards!
- You do not need to implement game saving and undo capabilities!
- After the game ends, start from the beginning again.
- You may use any Java Collection classes in your program.
- Do not use any GUI editors, implement all the GUI related methods yourself.

Notes:

- Submit your nicely formatted Javadoc documentation with your submission
- Include many runs of your game with screenshots that shows your results.
- Include a readme.txt file in your submission to explain how to run your program.