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Lab 7: Project 2

**Classes Needed:**

* Board Class
* Chip Class
* ValidMoves Class
* EvalMove Class
* Network Class
* Test Class

**Modules:**

* The first module would be to determine whether a move is valid.
* The second module would be to generate all possible moves for each turn.
* The third module would be to generate an algorithm that determines the value of a board.
* The fourth module would be to minimax tree to determine the best move possible.
* Another module would be to find all possible connections to different chips.
* The fifth module would be to find if a network exists.