

player 1 will be r and player 2 will be b

0 1 2 3 4 5 6 7

\* b \* b \* b \* b

b \* b \* b \* b \*

\* b \* b \* b \* b

\* \* \* \* \*

\* \* \* \* \*

r \* r \* r \* r \*

\* r \* r \* r \* r

r \* r \* r \* r \*

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 5 2 4 3

0 1 2 3 4 5 6 7

\* b \* b \* b \* b

b \* b \* b \* b \*

\* b \* b \* b \* b

\* \* \* \* \*

\* \* \* r \* \* \*

r \* \* \* r \* r \*

\* r \* r \* r \* r

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 2 1 3 2

0 1 2 3 4 5 6 7

\* b \* b \* b \* b

b \* b \* b \* b \*

\* \* \* b \* b \* b

\* \* b \* \* \* \*

\* \* \* r \* \* \*

r \* \* \* r \* r \*

\* r \* r \* r \* r

r \* r \* r \* r \*

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 4 3 2 1

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * b * b * b *
* r * b * b * b
* * * * * * *
* * * * * * *
r * * * r * r *
* r * r * r * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 3 3 4 4

Invalid move, try again.

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * b * b * b *
* r * b * b * b
* * * * * * *
* * * * * * *
r * * * r * r *
* r * r * r * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 2 3 3 4

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * b * b * b *
* r * * * b * b
* * * * b * * *
* * * * * * *
r * * * r * r *
* r * r * r * r
r * r * r * r *
```

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 5 0 4 1

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * b * b * b *
* r * * * b * b
* * * * b * * *
* r * * * * * *
* * * * r * r *
* r * r * r * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 1 2 2 3

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * * * b * b *
* r * b * b * b
* * * * b * * *
* r * * * * * *
* * * * r * r *
* r * r * r * r
r * r * r * r *
```

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 4 1 3 2

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * * * b * b *
* r * b * b * b
* * r * b * * *
* * * * * * * *
* * * * r * r *
* r * r * r * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 3 4 4 5

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * * * b * b *
* r * b * b * b
* * r * * * * *
* * * * * b * *
* * * * r * r *
* r * r * r * r
r * r * r * r *
```

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 5 6 3 4

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * * * b * b *
* r * b * b * b
* * r * r * * *
* * * * * * *
* * * * r * * *
* r * r * r * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 2 7 3 6

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * * * b * b *
* r * b * b * *
* * r * r * b *
* * * * * * *
* * * * r * * *
* r * r * r * r
r * r * r * r *
```

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 3 4 1 2

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * r * b * b *
* r * * * b * *
* * r * * * b *
* * * * * * *
* * * * r * * *
* r * r * r * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 1 4 2 3

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * r * * * b *
* r * b * b * *
* * r * * * b *
* * * * * * *
* * * * r * * *
* r * r * r * r
r * r * r * r *
```

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 3 2 1 4

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * r * r * b *
* r * * * b * *
* * * * * b *
* * * * * * *
* * * * r * * *
* r * r * r * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 2 5 3 4

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * r * r * b *
* r * * * * *
* * * * b * b *
* * * * * * *
* * * * r * *
* r * r * r * r
r * r * r * r *
```

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 6 1 5 2

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * r * r * b *
* r * * * * *
* * * * b * b *
* * * * * * *
* * r * r * *
* * * r * r * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 3 4 4 3

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * r * r * b *
* r * * * * *
* * * * * b *
* * * b * * *
* * r * r * *
* * * r * r * r
r * r * r * r *
```

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 5 2 3 4

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * r * r * b *
* r * * * * *
* * * * r * b *
* * * * * * *
* * * * r * *
* * * r * r * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 3 6 4 5

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * r * r * b *
* r * * * * *
* * * * r * *
* * * * * b *
* * * * r * *
* * * r * r * r
r * r * r * r *
```

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 5 4 3 6

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * r * r * b *
* r * * * * *
* * * * r * r *
* * * * * * *
* * * * * * *
* * * r * r * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 1 6 2 5

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * r * r * * *
* r * * * b * *
* * * * r * r *
* * * * * * * *
* * * * * * * *
* * * r * r * r
r * r * r * r *
```

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 3 4 1 6

```
0 1 2 3 4 5 6 7
* b * b * b * b
b * r * r * r *
* r * * * * * *
* * * * * * r *
* * * * * * * *
* * * * * * * *
* * * r * r * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 0 7 2 5

```
0 1 2 3 4 5 6 7
* b * b * b * *
b * r * r * * *
* r * * * b * *
* * * * * * r *
* * * * * * * *
* * * * * * * *
* * * r * r * r
r * r * r * r *
```



Player 1's turn

Enter move (fromRow fromCol toRow toCol): 6 5 5 4

```
0 1 2 3 4 5 6 7
* b * b * b * *
b * r * r * * *
* r * * * b * *
* * * * * r *
* * * * * * *
* * * * r * * *
* * * r * * * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 2 5 3 4

```
0 1 2 3 4 5 6 7
* b * b * b * *
b * r * r * * *
* r * * * * * *
* * * * b * r *
* * * * * * *
* * * * r * * *
* * * r * * * r
r * r * r * r *
```

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 5 4 4 3

```
0 1 2 3 4 5 6 7
* b * b * b * *
b * r * r * * *
* r * * * * * *
* * * * b * r *
* * * r * * * *
* * * * * * *
* * * r * * * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 0 5 1 6

out of range

0 1 2 3 4 5 6 7

\* b \* b \* \* \* \*

b \* r \* r \* b \*

\* r \* \* \* \* \*

\* \* \* \* b \* r \*

\* \* \* r \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* r \* \* \* r

r \* r \* r \* r \*

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 1 4 0 5

0 1 2 3 4 5 6 7

\* b \* b \* r \* \*

b \* r \* \* \* b \*

\* r \* \* \* \* \*

\* \* \* \* b \* r \*

\* \* \* r \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* r \* \* \* r

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 1 6 2 2

Invalid move, try again.

0 1 2 3 4 5 6 7

\* b \* b \* r \* \*

b \* r \* \* \* b \*

\* r \* \* \* \* \*

\* \* \* \* b \* r \*

\* \* \* r \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* r \* \* \* r

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 1 6 2 5

```
0 1 2 3 4 5 6 7
* b * b * r * *
b * r * * * * *
* r * * * b * *
* * * * b * r *
* * * r * * * *
* * * * * * * *
* * * r * * * r
r * r * r * r *
```

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 3 6 1 4

```
0 1 2 3 4 5 6 7
* b * b * r * *
b * r * r * * *
* r * * * * * *
* * * * b * * *
* * * r * * * *
* * * * * * * *
* * * r * * * r
r * r * r * r *
```

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 0 1 2 3

```
0 1 2 3 4 5 6 7
* * * b * r * *
b * * * r * * *
* r * b * * * *
* * * * b * * *
* * * r * * * *
* * * * * * * *
* * * r * * * r
r * r * r * r *
```

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 4 3 2 5

0 1 2 3 4 5 6 7

\* \* \* b \* r \* \*

b \* \* \* r \* \* \*

\* r \* b \* r \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* r \* \* \* r

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 6 3 1 2

Invalid move, try again.

0 1 2 3 4 5 6 7

\* \* \* b \* r \* \*

b \* \* \* r \* \* \*

\* r \* b \* r \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* r \* \* \* r

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 2 1 0 3

Invalid move, try again.

0 1 2 3 4 5 6 7

\* \* \* b \* r \* \*

b \* \* \* r \* \* \*

\* r \* b \* r \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* r \* \* \* r

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 1 0 2 1

Invalid move, try again.

0 1 2 3 4 5 6 7

\* \* \* b \* r \* \*

b \* \* \* r \* \* \*

\* r \* b \* r \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* r \* \* \* r

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 7 4 6 5

Invalid move, try again.

0 1 2 3 4 5 6 7

\* \* \* b \* r \* \*

b \* \* \* r \* \* \*

\* r \* b \* r \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* r \* \* \* r

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 6 3 5 2

Invalid move, try again.

0 1 2 3 4 5 6 7

\* \* \* b \* r \* \*

b \* \* \* r \* \* \*

\* r \* b \* r \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* \* \* \* \*

\* \* \* r \* \* \* r

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 2 3 3 4

0 1 2 3 4 5 6 7

\* \* \* b \* r \* \*

b \* \* \* r \* \* \*

\* r \* \* \* r \* \*

\* \* \* \* b \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* r \* \* \* r

r \* r \* r \* r \*

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 6 7 5 6

out of range

0 1 2 3 4 5 6 7

\* \* \* b \* r \* \*

b \* \* \* r \* \* \*

\* r \* \* \* r \* \*

\* \* \* \* b \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* \* \* \* r \*

\* \* \* r \* \* \* \*

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 4 4 5 5

Invalid move, try again.

0 1 2 3 4 5 6 7

\* \* \* b \* r \* \*

b \* \* \* r \* \* \*

\* r \* \* \* r \* \*

\* \* \* \* b \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* \* \* \* r \*

\* \* \* r \* \* \* \*

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 0 3 1 2

out of range

out of range

0 1 2 3 4 5 6 7

\* \* \* \* \* r \* \*

b \* b \* r \* \* \*

\* r \* \* \* r \* \*

\* \* \* \* b \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* \* \* \* r \*

\* \* \* r \* \* \* \*

r \* r \* r \* r \*

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 2 1 0 3

0 1 2 3 4 5 6 7

\* \* \* r \* r \* \*

b \* \* \* r \* \* \*

\* \* \* \* \* r \* \*

\* \* \* \* b \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* \* \* \* r \*

\* \* \* r \* \* \* \*

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 3 4 4 5

0 1 2 3 4 5 6 7

\* \* \* r \* r \* \*

b \* \* \* r \* \* \*

\* \* \* \* \* r \* \*

\* \* \* \* \* \* \* \*

\* \* \* \* \* b \* \*

\* \* \* \* \* \* r \*

\* \* \* r \* \* \* \*

r \* r \* r \* r \*

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 5 6 3 4

0 1 2 3 4 5 6 7

\* \* \* r \* r \* \*

b \* \* \* r \* \* \*

\* \* \* \* \* r \* \*

\* \* \* \* r \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* r \* \* \* \*

r \* r \* r \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 1 0 2 1

out of range

0 1 2 3 4 5 6 7

\* \* \* r \* r \* \*

\* \* \* \* r \* \* \*

\* b \* \* \* r \* \*

\* \* \* \* r \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* r \* \* \* \*

r \* r \* r \* r \*

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 7 4 6 5

out of range

out of range

0 1 2 3 4 5 6 7

\* \* \* r \* r \* \*

\* \* \* \* r \* \* \*

\* b \* \* \* r \* \*

\* \* \* \* r \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* r \* r \* \*

r \* r \* \* \* r \*



Player 2's turn

Enter move (fromRow fromCol toRow toCol): 2 1 3 2

0 1 2 3 4 5 6 7

\* \* \* r \* r \* \*

\* \* \* \* r \* \* \*

\* \* \* \* \* r \* \*

\* \* b \* r \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* r \* r \* \*

r \* r \* \* \* r \*

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 6 5 5 4

0 1 2 3 4 5 6 7

\* \* \* r \* r \* \*

\* \* \* \* r \* \* \*

\* \* \* \* \* r \* \*

\* \* b \* r \* \* \*

\* \* \* \* \* \* \* \*

\* \* \* \* r \* \* \*

\* \* \* r \* \* \* \*

r \* r \* \* \* r \*

Player 2's turn

Enter move (fromRow fromCol toRow toCol): 3 2 4 3

0 1 2 3 4 5 6 7

\* \* \* r \* r \* \*

\* \* \* \* r \* \* \*

\* \* \* \* \* r \* \*

\* \* \* \* r \* \* \*

\* \* \* b \* \* \* \*

\* \* \* \* r \* \* \*

\* \* \* r \* \* \* \*

r \* r \* \* \* r \*

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 6 4 4 2

Invalid move, try again.

0 1 2 3 4 5 6 7

\* \* \* r \* r \* \*

\* \* \* \* r \* \* \*

\* \* \* \* \* r \* \*

\* \* \* \* r \* \* \*

\* \* \* b \* \* \* \*

\* \* \* \* r \* \* \*

\* \* \* r \* \* \* \*

r \* r \* \* \* r \*

Player 1's turn

Enter move (fromRow fromCol toRow toCol): 5 4 3 2

Game over

player 1 wins!