P12: Implement the Game II

1
Finalize the game Connect4 by copying the logic from your JavaScript solution and adapt it to Swift/iOS. Your app should be usable in single player mode.

2 (Optional)
If you like, you can implement the multiplayer mode so that you can play against your HTML solution. Check the following code snippet that shows how to retrieve data from a server and handle JSON parsing:

```
let data = NSData(contentsOfURL: NSURL(string: urlToRequest)!)

if (data != nil) {
    let dictionary: NSDictionary = try
    NSJSONSerialization.JSONObjectWithData(data!, options:
    NSJSONReadingOptions.MutableContainers) as! NSDictionary
}
```

3
Choose one of the following five talks from Apples Worldwide Developer Conference (WWDC):

1) Achieving All-day Battery Life:
   https://developer.apple.com/videos/play/wwdc2015-707/
   http://clt-dsk-t-6217:8081/videos/707_sd_achieving_allday_battery_life.mp4

2) Privacy and Your App:
   https://developer.apple.com/videos/play/wwdc2015-703/
   http://clt-dsk-t-6217:8081/videos/703_sd_privacy_and_your_app.mp4

3) Security and Your App
   https://developer.apple.com/videos/play/wwdc2015-706/
   http://clt-dsk-t-6217:8081/videos/706_sd_security_and_your_apps.mp4

4) Low Energy, High Performance:
   https://developer.apple.com/videos/play/wwdc2015-712/
   http://clt-dsk-t-6217:8081/videos/712_sd_low_energy_high_performance.mp4

5) Networking with NSURLSession:
   https://developer.apple.com/videos/play/wwdc2015-711/
   http://clt-dsk-t-6217:8081/videos/711_sd_networking_with_nsurlsession.mp4

Watch it at home!