

General Notes:

- You have one hour to complete the exercise
- Clean and readable code is more important than speed
- Please use python to implement the exercise

1) Connect-Four:

Write a function that receives a “connect-four”(https://en.wikipedia.org/wiki/Connect_Four) board as an input. The board is represented by a matrix of integers, where each cell holds one of the following values:

0 => empty

1 => first player's coin

2 => second player's coin

The function should return the winner (if any), that is the player which has four adjacent coins either in a row, column or a diagonal.

The board is already validated, so no input validation tests are necessary, and also no speed optimizations are needed.