

```

(base) nberns@nberns Project4 2 % make run
java cpsc2150.extendedConnectX.GameScreen
How many players?
2
Enter the character to represent player 1
X
Enter the character to represent player 2
O
How many rows should be on the board?
5
How many columns should be on the board?
5
How many in a row to win?
2
Must be at least 3 in a row
How many in a row to win?
3
Would you like a Fast Game (F/f) or a Memory Efficient Game (M/m)?
f
f
|0|1|2|3|4|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

Player X, what column do you want to place your marker in?
0
|0|1|2|3|4|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
|X| | | | |

```

Player O, what column do you want to place your marker in?

3

```
1011213141
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
|X| | 10| |
```

Player X, what column do you want to place your marker in?

0

```
1011213141
| | | | | |
| | | | |
| | | | |
| | | | |
|X| | | | |
|X| | 10| |
```

Player O, what column do you want to place your marker in?

2

```
1011213141
| | | | | |
| | | | |
| | | | |
| | | | |
|X| | | | |
|X| 1010| |
```

Player X, what column do you want to place your marker in?

0

```
1011213141
| | | | | |
| | | | |
|X| | | | |
|X| | | | |
|X| 1010| |
```

Player X Won!

Would you like to play again? Y/N

n

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