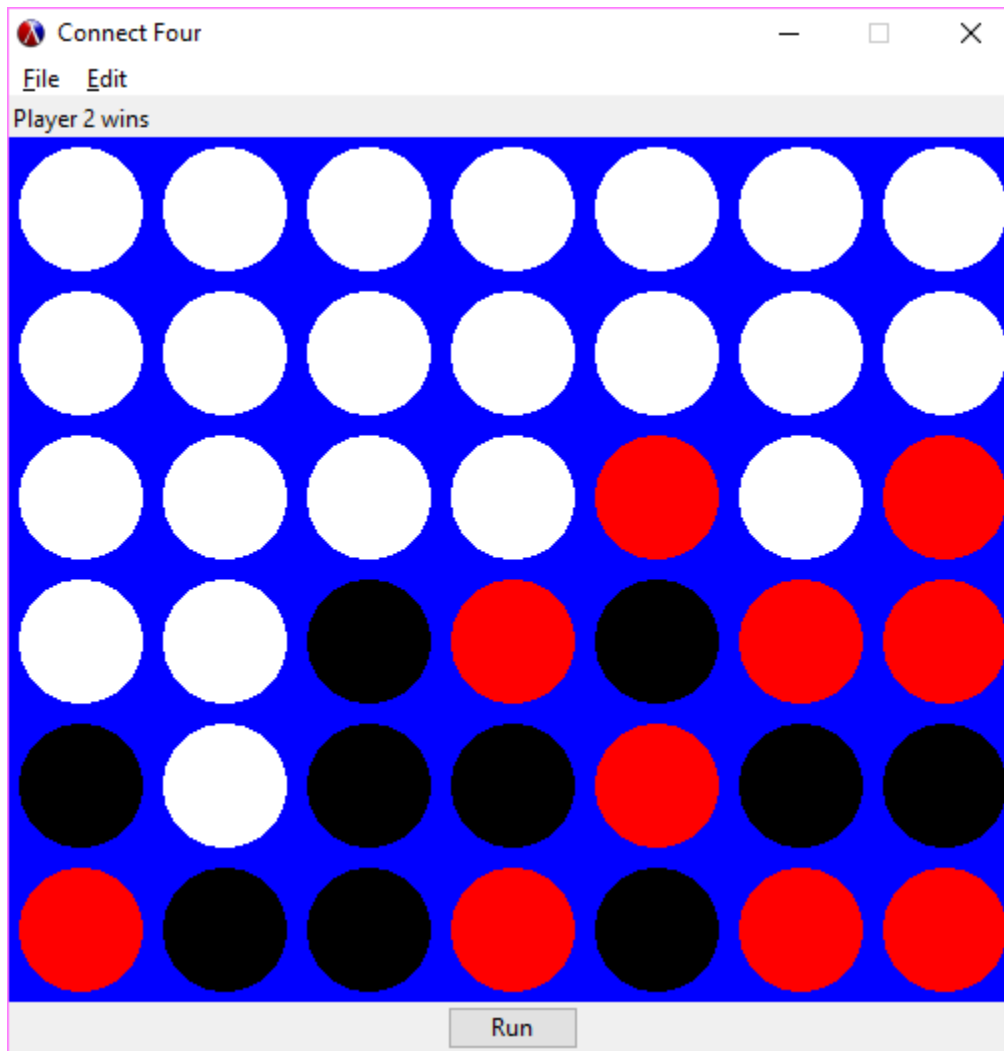**CSCI 4202 – Introduction to Artificial Intelligence**
Spring 2017 – Dr. Williams
Program 1 – Game Playing
Due: March 1, 2017

Connect Four Graphical Driver

I have written a graphical driver program that animates the game and provides a menu item to set the preferences – grid size and player programs (executable and arguments). The program is on Canvas and named `connect-four-graphical-driver.rkt`. The following is a screen shot at the end of a game where Player 2 wins.

The File menu contains an Exit menu item that exits the program. The Edit menu contains a Preferences… menu item that shows a dialog box that allows setting various parameters. This dialog is shown below.

Preferences

Grid

Width 7

Height 6

Cell Size 72

Player 1 Program

Executable connect-four-naive.exe [...]

Arguments

Player 2 Program

Executable C:\Program Files\Racket\Racket.exe [...]

Arguments connect-four-naive.rkt

Cancel   Ok

Like the existing Connect Four driver program, the graphical driver program is a Racket program that can be run from the DrRacket IDE. If preferred, the graphical driver program can be compiled and run from an executable.

You can use either the existing driver program or the graphical driver program. Your program will work the same with either.