Task 4: Optimizing Strategies for playing Connect Four (submitted on sakai)  
Now imagine you are building a hint system for a player of Connect Four. Your goal is to build an algorithm to suggest the next column a player should place their chip. Ideally, your algorithm will be better than your peers’ so that you can win. Sketch out your algorithms in any form you see fit.  Please label this document **strategy**(.txt,.docx, .pdf, ...etc.)

* 1. If row is filled jump to next row.
  2. If 4 coins are in row like in vertical, horizontal or diagonal is made game ends right on spot
  3. Suggestion tab to avoid early defeat
  4. Game defeat tactics.