Reversi/Othello

Methods:

* Draw Board
* Reset Board (with two in the middle)
* getNewBoard(data structure, list of lists [])
* isValidMove (onBoard, returns tiletoFlip)
* isOnBoard
* getValidMoves
* getScoreofBoard
* EnterPlayerTile
* whoGoesFirst
* playAgain
* makeMove
* getBoardCopy (dupeBoard)
* isOnCorner (88,18 etc)
* getPlayerMove
* enterPlayerTile ( X or O)
* getComputerMove
* showPoints

If you use division, the return is always a float and not an integer. This has to then be converted to be used with something else.