Flowchart of playerMove() function

```
Coordinate playerMove(Space
board[ROW][COLUMN],Piece
myPlayer);
```

```
int playRow=0;
int playCol=0;
Coordinate coord;
bool found=false;
char input[100];
```

```
cout<<"Player: "<<myPlayer<<". Enter which
column to put: (0-"<<COLUMN-1<<")"<<endl;
```

while(found==false); — False

True

cin>>input;

if(input[0]=='x'||input[0]'X'); — False

True

```
saveGame(board);
```

```
cout<<"Player: "<<playerLetter<<". Enter which
column to put: (0-"<<COLUMN-1<<"), or 'X'to
save and quit,'L' to load game"<<endl;
```

continue;

else if(input[0]=='L'||input[0]=='l'); — False

True

if(!loadGame(board,myPlayer)) — False

True

```
Coordinate returnCord;
returnCord.x=-1;
returnCord.y=-1;
```

```
return returnCord;
```

```
cout<<"Player: "<<playerLetter<<".
Enter which column to put: (0-"
<<COLUMN-1<<"), or 'X'to save and
quit,'L' to load game"<<endl;
```

continue;

```
if(input[0]
<'0'||input[0]>'9');
```
False → `playCol=input[0]-'0';`

True

```
cout<<"Please enter a
number. We don't
accept.";
```

continue;

`if(playCol>=COLUMN||playCol<0);`   **False**

True

```
cout<<"Please enter again.
Column Number needs to
be less than "
<<COLUMN<<" and greater
than 0."<<endl;
```

continue;

```
                    for(int i=ROW-1;i>=0;i--);        False

                              True

                    if(board[i]
                    [playCol]).value=="_");

                    found=true;
                    playRow=i;

                    break;

        False       if(found==false);

                              True

                    printGame(board);

                    cout<<"Sorry, column "
                    <<playCol<<" is full, please
                    select another column."
                    <<endl<<endl;
```

```
board[playRow]
[playCol].value=myPlayer;
```

```
printGame(board);
```

```
coord.x=playRow;
coord.y=playCol;
```

return coord;