

Gebze Technical University
Department of Computer Engineering
CSE 241/505
Object Oriented Programming
Fall 2017
Winter Homework
First Friday of Spring 2018 Semester

Upload Your Submission to CSE 222 Moodle Page
This will count as HW0 of CSE 222 of Spring 2018

In this homework, you will teach yourself Android programming and develop a new app for Connect Four game.

Your game will be like standard “4 in a row” Android games such as <https://play.google.com/store/apps/details?id=com.drgames.puissance4&hl=en>. However, we will have more features as follows

- The user can set the board size at the beginning of the game any value between 5x5 to 40x40. If the board does not fit, then the user scrolls the board.
- There should be unlimited levels of undo.
- User/user or user/computer should be selectable at the beginning of the game.
- There should be a timed version of the game. If the user does not make a move in a given amount of time, then your game will make a random move for the user. This amount of time should be settable at the beginning of the game.
- Make your computer moves as smart as possible.