DOTSCREEN APPLICATION TEST V2
3 hours max

You can do this test
- on Kotlin for Android phone
- **OR** on Swift /swift UI for Iphone
- **OR** on Javascript/CSS/Html5 for browser.

We would like to be able to run this test on Smartphone (for Android or iOS), on Chrome (for JS).

Complete this exercise in **3 hours max**. We want to read YOUR code, not the one you have found on Github 😉.
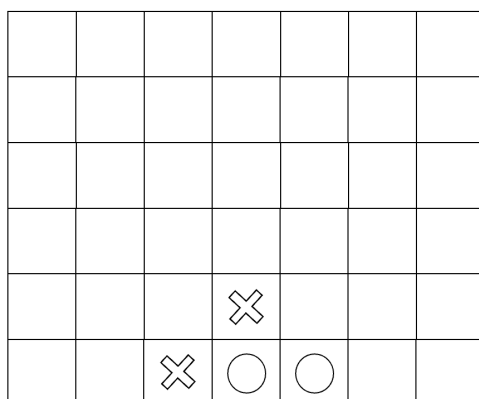
Could you please confirm by email that you have well received this email, and everything is ok for you.
Send us your code, when the test is over (by email or Github).

Develop a Connect 4 game, using only the standard SDK for Android or iOS, and no framework for Javascript (you can use TypeScript, it is up to you). The main features are:
- 2 players. the first click is for player1, the second for player2, the third for player1…
- board is 7x6
- when a player win (your code detects this case), you display the name of winner and propose a re-start (erase the board to start a new match)

here is, as an example, the look and feel you can use for your test… the green arrow shows which player should play now…

here is a video to understand the rules of the game: https://www.youtube.com/watch?v=ylZBRUJi3UQ