This assignment consisted of creating a Connect 4 game from pre-existing classes and functions. The only input the program asks from the user is which column to place their piece in where the program will follow with having an AI place it’s piece and print out the board with the pieces on it. The only error handling that was used was checking to make sure the user didn’t input a number larger than six.

Sample code was given in the form of a class with a few functions. The program will print the board and asks the user which column the user would like to put their piece and then the function will come up with a random anywhere from 0 to 6 and place their piece there. After each time those functions are called the program will check to see if either player has won and if neither won then the program does that same process all over again by means of a for loop. The only problem I can see with the design of the program is it does not check to make sure a number is being inputted when asking for the column choice. This program only took a couple of hours to develop.

Functions that were provided would print the game board, cleared the board, placed the pieces on the board, and checked to see if either player won. The AI in this program isn’t too smart because the function only takes in two values for which col to place the piece and which player’s turn it is. The program determines which column to place the AI’s piece in by coming up with a random value between 0 and 6 and placing it there.

Special case testing didn’t take long since there is only one input. The only problems with the program are it doesn’t check to make sure that the user’s input is an integer and the winning piece on the board doesn’t appear on the board.

This assignment had to be one of the easiest and least time consuming out of all the other assignments.