Testing Connect-Four ASP

#	Background	board_size/2.	co1/2.	row/1.	init/1.	init/3.	cell/3.	control/1				
1	Background facts, initial game state	Χ	Χ	Χ	Χ	Χ						
2	Start of the game						Χ	Χ				
									}			
	Lines	checks	line							line/1.		
3	Board with horizontal line in cell/3.	yes	yes							1		
4	Board with vertical line in cell/3.	yes	yes							1		
5	Board with diagonal line SW-NE in cell/3.	yes	yes						·	1		
6	Board with diagonal line NW-SE in cell/3	yes	yes							1		
7	Board with horizontal and diagonal line SW-NE	yes	yes							2		

	Game states	checks	line	control/1.	open/0.	open/2.	target/3.	terminal/0.	legal/2.	line/1.	next/1	next/3	goal/2.
8	Start of the game, all columns empty	no	no	1	T	7	7	F	7	F	2	Χ	50/50
9	Board one column full, six columns available	no	no	2	T	6	6	F	6	F	1	Χ	50/50
10	Board almost full, one column open	no	no	2	T	1	1	F	1	F	1	Χ	50/50
11	Board seven columns filled completely	no	no	1	F	0	0	Τ	0	F	2	Χ	50/50
12	Board one column full, six columns available	yes	no	1	T	6	6	F	6	F	2	6	50/50
13	Board almost full, one column open	yes	no	2	T	1	1	F	1	F	1	1	50/50
14	Board one column full, six columns available	no	yes	2	T	6	6	Τ	0	Τ	1	1	100/0
15	Board almost full, one column open	no	yes	2	T	1	1	T	0	T	1	1	100/0
16	Board seven columns filled completely	no	yes	1	F	0	0	Τ	0	Τ	2	1	0/100