

Question 2.2

```
#!/bin/env python3
```

```
class Board(object):
```

```
    def __init__(self, width=7, height=6):
        self.board = [[] for i in range(width)]
        self.width = 7
        self.height = 6
```

```
    def drop(self, player, column):
```

```
        if column < self.width: and column < len(self.board[column])
```

```
            self.board[column].append(player)
```

```
            return True
```

```
        return False
```

```
    def __str__(self):
```

```
        result = ""
```

```
        for r in reversed(range(self.height)):
```

```
            result += "|"
```

```
            for c in range(self.width):
```

```
                if r < len(self.board[c]):
```

```
                    result += self.board[c][r]
```

```
                else:
```

```
                    result += " "
```

```
                result += "|"
```

```
            result += "\n"
```

```
        result += "-" * (2 * self.width + 1)
```

```
        return result
```

```
    def full(self):
```

```
        return all(len(col) >= self.height for col in self.board)
```

```
    def score(self, player):
```

```
        for c in range(self.width):
```

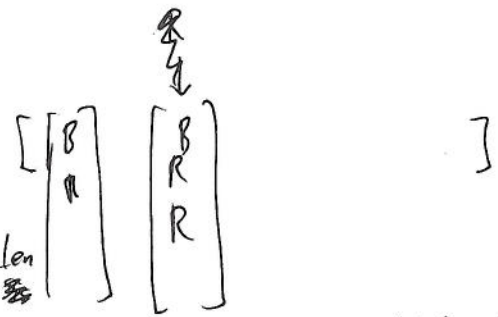
```
            for r in range(len(self.board[c])):
```

```
                p = self.board[c][r]
```

```
                for dc, dr in ((0, 1), (1, 0), (1, 1), (1, -1)):
```

```
                    for i in range(1, 4):
```

```
                        nc = c + i*dc
```



and board[column].len < self.height

