ACBE 3

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:
      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
```