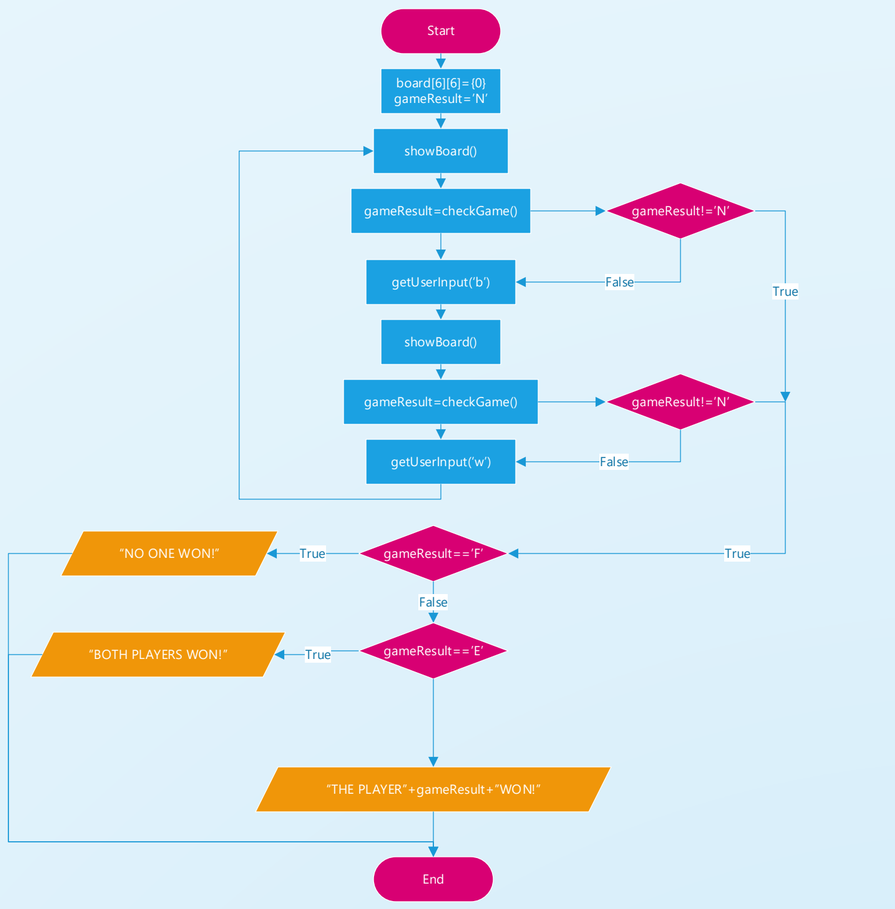
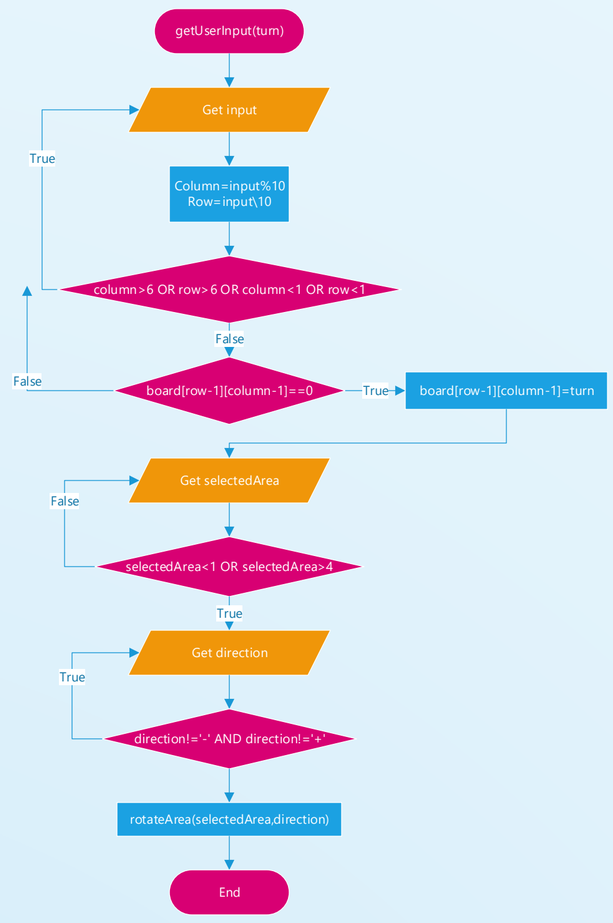
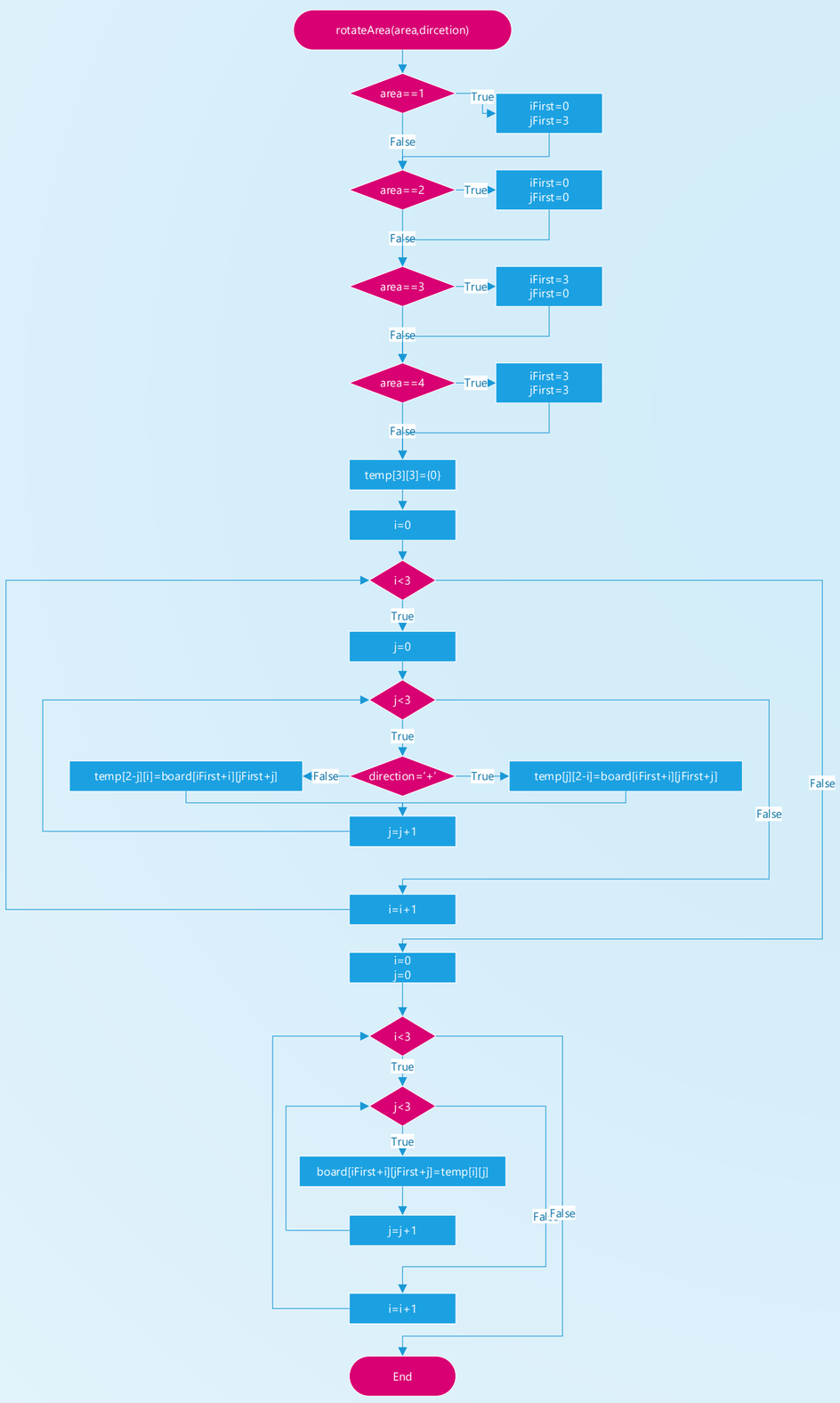
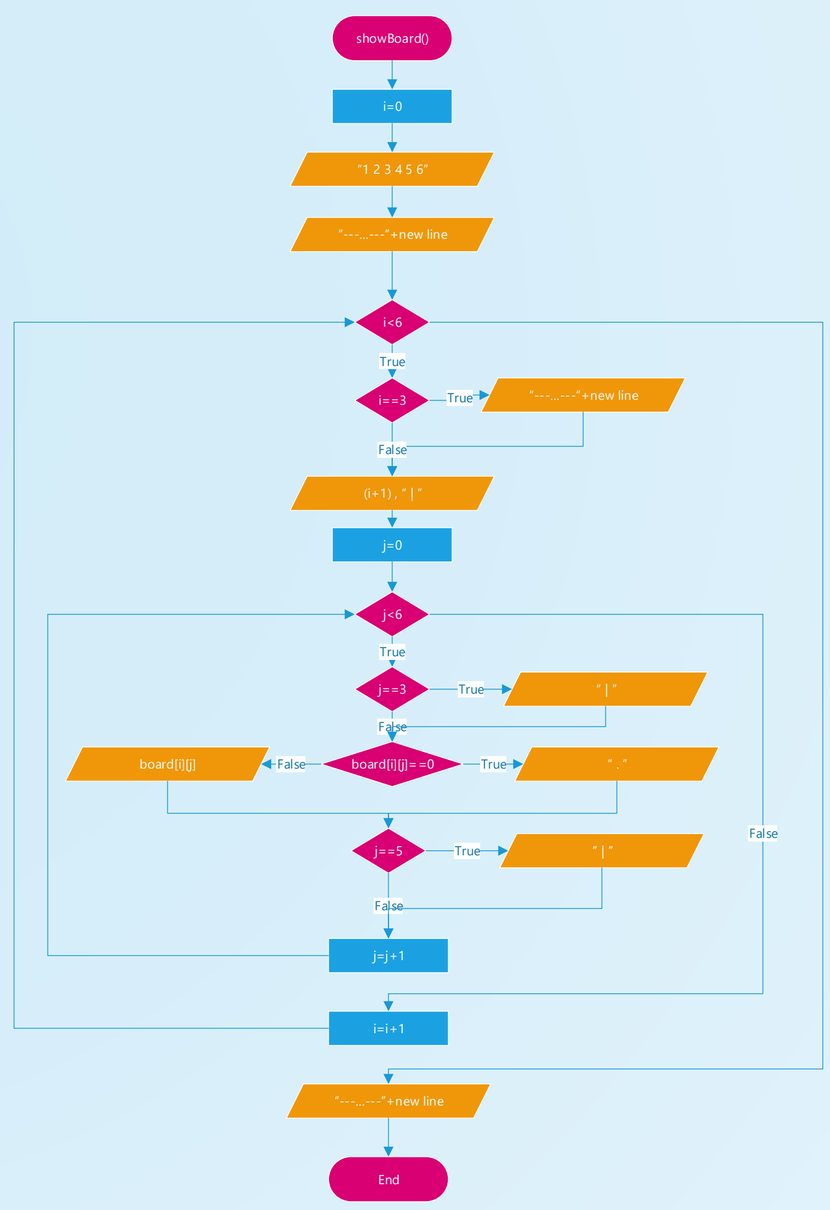
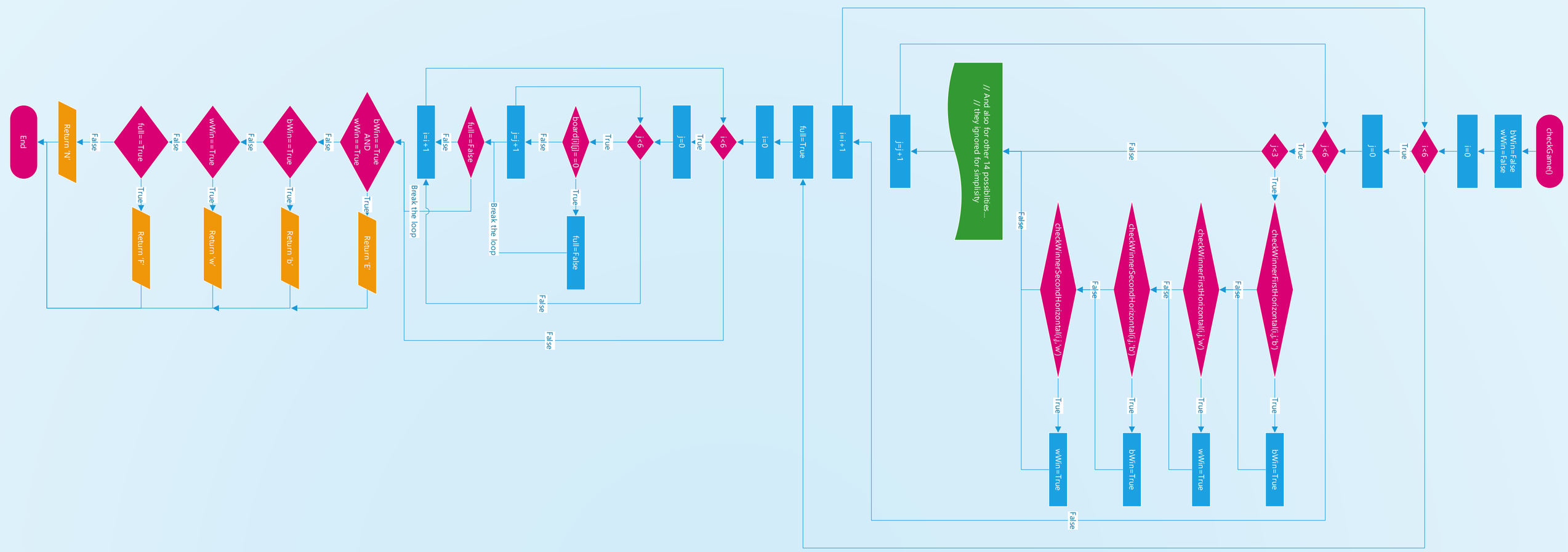
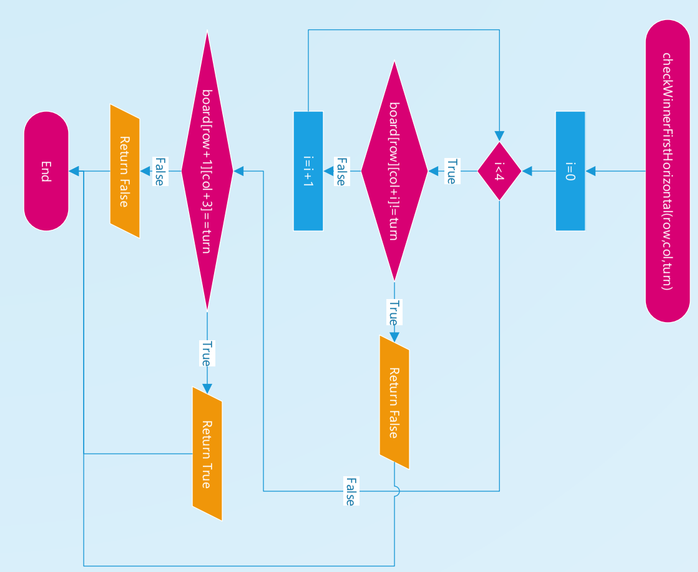

Start
board[6][6]={0}
gameResult='N'
showBoard()
gameResult=checkGame()
gameResult!='N'
getUserInput('b')
False
True
showBoard()
gameResult=checkGame()
gameResult!='N'
getUserInput('w')
False
"NO ONE WON!"
True
gameResult=='F'
True
False
"BOTH PLAYERS WON!"
True
gameResult=='E'
"THE PLAYER"+gameResult+"WON!"
End

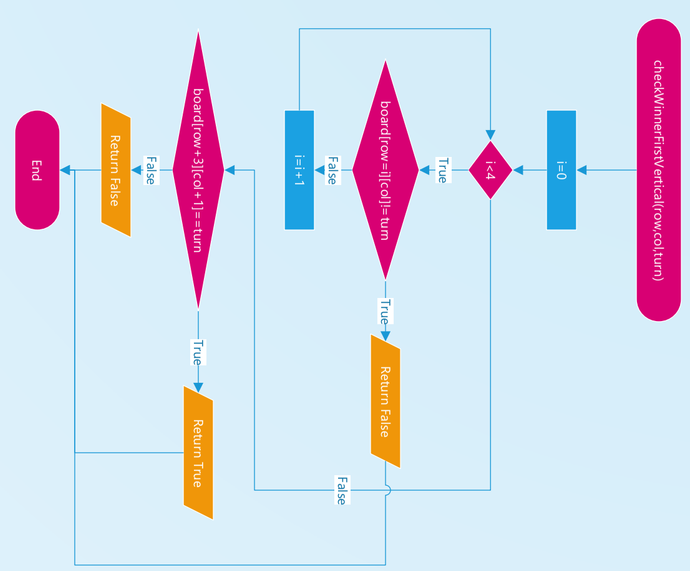

getUserInput(turn)
Get input
True
Column=input%10
Row=input\10
column>6 OR row>6 OR column<1 OR row<1
False
False
board[row-1][column-1]==0
True
board[row-1][column-1]=turn
Get selectedArea
False
selectedArea<1 OR selectedArea>4
True
Get direction
True
direction!='-' AND direction!='+'
rotateArea(selectedArea,direction)
End


rotateArea(area,dircetion)
area==1
True
iFirst=0
jFirst=3
False
area==2
True
iFirst=0
jFirst=0
False
area==3
True
iFirst=3
jFirst=0
False
area==4
True
iFirst=3
jFirst=3
False
temp[3][3]={0}
i=0
i<3
True
j=0
j<3
True
temp[2-j][i]=board[iFirst+i][jFirst+j]
False
direction='+'
True
temp[j][2-i]=board[iFirst+i][jFirst+j]
j=j+1
False
False
i=i+1
i=0
j=0
i<3
True
j<3
True
board[iFirst+i][jFirst+j]=temp[i][j]
j=j+1
False
i=i+1
End


showBoard()
i=0
"1 2 3 4 5 6"
"---...---"+new line
i<6
True
i==3
True
"---...---"+new line
False
(i+1)," | "
j=0
j<6
True
j==3
True
" | "
False
board[i][j]
False
board[i][j]==0
True
" . "
j==5
True
" | "
False
j=j+1
False
i=i+1
"---...---"+new line
End


checkGameEl
bWin=False
wWin=False
i=0
i<6
True
j=0
j<6
True
j<3
True
checkWinnerFirstHorizontal(i, b)
True
bWin=True
False
checkWinnerFirstHorizontal(i, w)
True
wWin=True
False
checkWinnerSecondHorizontal(i, b)
True
bWin=True
False
checkWinnerSecondHorizontal(i, w)
True
wWin=True
False
j=j + 1
// And also for other 14 possibilities...
// they ignored for simplicity
False
i=i + 1
full=True
i=0
i<6
True
j=0
j<6
True
board[i][j]=0
True
full=False
False
j=j + 1
Break the loop
False
i=i + 1
False
Break the loop
False
bWin=True
wWin=True
True
Return 'E'
False
bWin=True
True
Return 'b'
False
wWin=True
True
Return 'w'
False
full=True
True
Return 'F'
False
Return 'N'
End


checkWinnerFirstHorizontal(row,col,turn)
i=0
i<4
True
board[row][col+i]!= turn
True
Return False
False
i=i + 1
False
board[row+1][col+3]=turn
True
Return True
False
Return False
End


checkWinnerFirstVertical(row,col,turn)
i=0
i<4
True
board[row+i][col]!= turn
True
Return False
False
i=i + 1
False
board[row+3][col+1]=turn
True
Return True
False
Return False
End