void algorithm\_A(Board board, Player player, int index[]){

//create a temp Board

int max=0;

int t;

int mr,mc;

bool havemax=false;

for(int i=0;i<ROW;i++){

for(int j=0;j<COL;j++){

if(board.get\_cell\_color(i,j)==player.get\_color()){

t=stackup(board,player,i,j);

if(t>max){

max=t;

mr=i;mc=j;

havemax=true;

}

}

}

}

if(havemax==true){

index[0]=mr;index[1]=mc;

return;

}

srand(time(NULL)\*time(NULL));

int row, col;

int color = player.get\_color();

while(1){

row = rand() % 5;

col = rand() % 6;

if(board.get\_cell\_color(row, col) == color || board.get\_cell\_color(row, col) == 'w') break;

}

index[0] = row;

index[1] = col;

return;

}