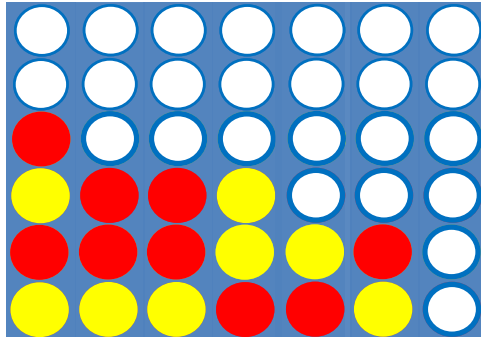


## Project

**Instructions:** In this project you will design the game Connect Four.

Connect Four is a two-player board game in which the players alternately drop colored disks into seven-column, six-row vertically suspended grid as shown below:



The objective of the game is to connect four same-colored disks in a row, a column, or a diagonal before your opponent can do likewise. The program prompts two players to drop a red or yellow disks alternately. Whenever a disk is dropped, the program redisplay the board on the console and determines the status of the game (win, draw, or continue). Here is a sample run:

```
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
.....
```

Drop a red disk at column (0 - 6): 0

```
| | | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
|R| | | | | | | |
.....
```

Drop a yellow disk at column (0 - 6): 3

```
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
|R| | | Y| | | |
```

```
. . .
. . .
. . .
```

Drop a yellow disk at column (0 - 6): 6

```
| | | | | | | |
| | | | | | | |
| | | R| | | | |
| | | Y|R|Y| | |
| | R|Y|Y|Y|Y|
|R|Y|R|Y|R|R|R|
.....
```

The yellow player won.

**Deadline: You must upload a copy of all your source code (.java) files to the link on Blackboard by 11:59 PM on December 6, 2020, Sunday.**