```
[1 of 2] Compiling Main           ( assignment.hs, interpreted )
Ok, one module loaded.
ghci> nim
-----------------------------------------------------------------
1: * * * * *
2: * * * *
3: * * *
4: * *
5: *

Player 1
Enter a row number: 1
Stars to remove: 5
-----------------------------------------------------------------
1:
2: * * * *
3: * * *
4: * *
5: *

Player 2
Enter a row number: 2
Stars to remove: 6
ERROR: Invalid Move
-----------------------------------------------------------------
1:
2: * * * *
3: * * *
4: * *
5: *

Player 2
Enter a row number: 2
Stars to remove: 4
-----------------------------------------------------------------
1:
2:
3: * * *
4: * *
5: *

Player 1
Enter a row number: 1^?
Stars to remove: 2
ERROR: Invalid Move
-----------------------------------------------------------------
1:
2:
3: * * *
4: * *
5: *

Player 1
Enter a row number: 1^?
Stars to remove: 1
ERROR: Invalid Move
-----------------------------------------------------------------
1:
2:
3: * * *
4: * *
```

```
5: *

Player 1
Enter a row number: 3
Stars to remove: 3
-----------------------------------------------------------------
1:
2:
3:
4: * *
5: *
```
```
Player 2
Enter a row number: 4
Stars to remove: 2
-----------------------------------------------------------------
1:
2:
3:
4:
5: *

Player 1
Enter a row number: 1
Stars to remove: 0
ERROR: Invalid Move
-----------------------------------------------------------------
1:
2:
3:
4:
5: *

Player 1
Enter a row number: 1
Stars to remove: 1
ERROR: Invalid Move
-----------------------------------------------------------------
1:
2:
3:
4:
5: *

Player 1
Enter a row number: 4
Stars to remove: 1
ERROR: Invalid Move
-----------------------------------------------------------------
1:
2:
3:
4:
5: *

Player 1
Enter a row number: 5
Stars to remove: 1
-----------------------------------------------------------------
1:
2:
```

```
3:
4:
5:
Player_1 wins!
ghci> 
```