ConnectFour Report 2

In order to implement three-handed ConnectN game, some tweaking needed in my previous code. Since the game process is identical to the previous one, the game logic will not be changed. In terms of setting game to ConnectN, I would add one function in ConnectFour class dealing with the N input from command line and one BufferReader attribute and one variable to store the value of N. The new function will be called at the beginning of the game. In this new function, called gameSetting, value from command line is caught and stored in the variable. Then, I need to check the value is between 2 and 7. If the value is out of the bound, a message will pop up to ask the player to enter a new number. In that case, a loop is used to control this risk. Pseudocode is as follows:

```
gameSetting(){
    do{
        print("enter value of N");
        number = Integer.parseInt(BufferReader.readLine());
    }while(number >= 7 | number <= 2);
}
```

In the original ConnectFour, the playerNum in the constructor will be set to 3 to control the turning of players in this new game, and one more computer player is created in the playGame function. Besides that, the four checking functions need some tweaking as well. Originally, the number of counters in a row is fixed to 4, so I would replace the fixed number with N number variable determined by the player. Therefore, the if condition code will become the following:

```
private boolean checkFunction(char token){
    ....
     if(count >= number){
        return true;
     }
    .....
}
```

After those slight changes, the game is now ready to play in a more flexible way as the player wants.