



EXERCISES — Connect4

version #



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1 Connect4

Files to submit:

- connect4/connect4.c
- connect4/connect4.h

Authorized headers: You are only allowed to use the functions defined in the following headers:

- stddef.h
- errno.h
- err.h
- assert.h

1.1 Goal

Write a `connect4` function returning the number of the winning player in a given grid, or 0 if none of them won or if the grid is not valid (if both players won). For this exercise, we won't take into account the gravity, meaning that you can have flying pieces.

Prototype:

```
int connect4(char *game[], size_t columns, size_t lines);
```

`game` is an array of strings each one representing a line on the grid:

- X when a piece of the player 1 is present
- O when a piece of the player 2 is present
- - when no piece is present

As a reminder, a player wins when he lines four of his pieces vertically, horizontally, or in diagonal.

It is my job to make sure you do yours.