

PART 1 (3 points) *ConnectN+* is a game similar *connectN* in which the pieces are placed differently: instead of placing a piece in a specific cell, we only indicate in which column we want to place it, and then it is placed in the lowest free cell in that column (i.e., pieces fall down to the lowest empty cell). The other rules are exactly the same as *ConnectN*.

1. Add a package `connectNplus` inside `assignment4` with the required classes for playing *ConnectN+* in `console` mode.
2. Modify `examSep.Main` in order to to play *connectN+* when using the command-line option `"-g cnp"`.
3. Add a package `connectNplus` inside `assignment5` with the required classes for playing *ConnectN+* in `window` mode. Recall that the game should work in the client-server mode as well.

PART 2 (2 points) You are required to modify the behavior of the *random player* in all games (only in the `window` mode) to the following: when the user asks to make a random move, if the condition `"Utils.randint(10) >= N"` is true, then we do a random move as before, otherwise we pass the turn to the next player without making any move. Add a combo-box in the Swing window with the values 0 to 9 for selecting the value of `N`. Note that this behavior should work correctly both when the user clicks the *random move button* and when the *player's mode* is changed to random.