**Question 7**

The logic on how the utility function measures the game’s state utility is on how good a move is on the board. The function works by looking at all the rows and columns, in order to see if there are any rows with 3 or 2 tokens of the same kind next to each other. It’s similar to how *Tic-Tac-Toe* utility function measures, but instead of checking for 2 tokens in a row only, *Connect Four* checks if it has 2 and 3 tokens in a row. It will continue to loop through the variations as it checks for how viable moves are on the board.