

Simple connect 4 program for two players, each player takes a turn at placing a tile, non number moves are handled by letting the player know that the move is invalid, number moves out of the bounds of the board are ignored. A regular game follows below with the invalid moves at the very end then finally a victory by Player 1.

Player 2 : -, Player 1 : +, No value: o

```

ooooooo
ooooooo
ooooooo
ooooooo
ooooooo
ooooooo

```

Column choice (0-6) : 1

Player 2 : -, Player 1 : +, No value: o

```

ooooooo
ooooooo
ooooooo
ooooooo
ooooooo
o-ooooo

```

Column choice (0-6) : 2

Player 2 : -, Player 1 : +, No value: o

```

ooooooo
ooooooo
ooooooo
ooooooo
ooooooo
o-+oooo

```

Column choice (0-6) : 1

Player 2 : -, Player 1 : +, No value: o

```

ooooooo
ooooooo
ooooooo
ooooooo
o-ooooo
o-+oooo

```

Column choice (0-6) : 2

Player 2 : -, Player 1 : +, No value: o

```

ooooooo
ooooooo
ooooooo
ooooooo
o-+oooo
o-+oooo

```

Column choice (0-6) : 1

```
Player 2 : -, Player 1 : +, No value: o
ooooooo
ooooooo
ooooooo
o-ooooo
o-+oooo
o-+oooo
Column choice (0-6) : 2
Player 2 : -, Player 1 : +, No value: o
ooooooo
ooooooo
ooooooo
o-+oooo
o-+oooo
o-+oooo
Column choice (0-6) : a
Error not a valid number
Column choice (0-6) : 99
Column choice (0-6) : 0
Player 2 : -, Player 1 : +, No value: o
ooooooo
ooooooo
ooooooo
o-+oooo
o-+oooo
—+oooo
Column choice (0-6) : 2
Player 2 : -, Player 1 : +, No value: o
ooooooo
ooooooo
oo+oooo
o-+oooo
o-+oooo
—+oooo
Four in a row!
Player Player 1 won.
```