

# Vier Gewinnt - Quick Design

Public:

Enum (RED, YELLOW)

Result throw(chip (chip chip, int column);

Enum (RED WINS,  
YELLOW WINS,  
DRAW,  
NEXT\_MOVE,  
INVALID)

Spielfeld: 7 Spalten, 6 Zeilen

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Private:

Array [7] (Array [6])

throw chip

↳ checkValid

Spalte voll  
Invalid Column

↳ checkWin

4 - Reihe

↳ checkFull

Spielfeld voll