Q3.

For this problem, you need to read files in C++, and play the Connect Four.

You must use the template to finish this assignment.

Input format

The first line contains an integer N, representing the number of games. Then, there are N lines of input, each containing 42 integers, with integer values ranging from 1 to 7.

These integers indicate the column in which players A and B place their pieces. The game always starts with player A placing a piece, followed by player B, and the process repeats. The positions where players take turns placing their pieces are denoted, with player A using ‘o’ and player B using ‘x’.

For example, 1 3 1 1 2 4 3 5 1 5 6 4 … 7 7 7 7 7 7 means player A places a piece in column one, player B places a piece in column three, then player A again in column one, and player B also in column one and so on.

Each line will consist of 42 numbers.

Output Format

The player going first uses the 'o' symbol, and the player going second uses the 'x' symbol, with empty spaces represented by '='.

In the game, when a player successfully places their pieces to achieve victory, immediately output the current state of the board and declare the winning side with "PlayerA win!" or "PlayerB win!" respectively. If the game concludes with a draw, output "Draw." Between each game, separate the output with a new line.

Constraints

Using **ifstream** to implement file reading functions.

Sample Input

3
1 1 1 1 1 1 2 2 2 2 2 2 3 3 3 3 3 3 4 4 4 4 4 4 5 5 5 5 5 5 6 6 6 6 6 6 7 7 7 7 7 7
1 2 1 2 1 2 2 1 2 1 2 1 3 4 3 4 3 4 4 3 4 3 4 3 5 6 5 6 5 6 6 5 6 5 6 5 7 7 7 7 7 7
5 3 1 3 1 2 6 7 7 3 1 2 1 7 7 7 7 4 4 5 6 3 6 4 4 6 1 2 5 5 6 5 4 6 4 5 3 2 1 3 2 2

Sample Output

xxx====
ooo====
xxx====
ooo====
xxx====
oooo===
PlayerA win!

xoxoxox
xoxoxoo
xoxoxox
oxoxoxo
oxoxoxx
oxoxoxo
Draw.

=======
=======
o======
o=x====
oxx===o
oxx=oox
PlayerA win!