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1 def render_board():
2     global board
3     for y in board:
4         for x in y:
5             if x == 1 or x == -1:
6                 print(player_text(x), end=" ")
7             else:
8                 print("-", end=" ")
9         print()
10    print("0 1 2 3 4 5 6")
11
12 def render_text(text):
13     print("\n"* 3, end="")
14     print(text)
15     print("\n"* 3, end="")
16
17 def player_text(player_num: int) -> str:
18     if player_num == 1:
19         return f"{red}X{reset}"
20     elif player_num == -1:
21         return f"{yellow}O{reset}"
22
23 def move(move: int, player: int) -> int:
24     global board
25     options = [x[move] for x in board]
26     movey = options.index(0)
27     spot = 5
28     while board[spot][move] != 0:
29         spot -= 1
30     board[spot][move] = player
31     return spot
32
33 def check_input(text: str, full) -> bool:
34     return text.isdecimal() and int(text) in range(7) and not full[int(text)]
35
36
37 # check win around a new move because that is the only place a new win can occur
38 def check_win_move(movex: int, movey: int, player: int) -> bool:
39     global board
40     counter = 0
41     #horizontal win
42     for x in range(movex-3,movex+4):
43         if x in range(7):
44             spot = board[movey][x]
45             if spot == player:
46                 counter += 1
47             else:
48                 counter = 0
49     if counter > 3:
50         return True
51     #vertical win
52     counter = 0
53     for y in range(movey-3,movey+4):

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54     if y in range(6):
55         spot = board[y][movex]
56         if spot == player:
57             counter += 1
58         else:
59             counter = 0
60     if counter > 3:
61         return True
62     #diagonal 1 down
63     counter = 0
64     y = movey-3
65     for x in range(movex-3,movex+4):
66         if x in range(7) and y in range(6):
67             spot = board[y][x]
68             if spot == player:
69                 counter += 1
70             else:
71                 counter = 0
72     if counter > 3:
73         return True
74     y += 1
75     #diagonal 2 up
76     counter = 0
77     y = movey+3
78     for x in range(movex-3,movex+4): # change movey to x
79         if x in range(7) and y in range(6):
80             spot = board[y][x]
81             if spot == player:
82                 counter += 1
83     if counter > 3:
84         return True
85     y -= 1
86     return False
87
88 board = [[0] * 7 for i in range(6)]
89 full = [False] * 7
90
91 play = True
92 player = 1
93
94 # colors
95 black = "\u001b[30m"
96 red = "\u001b[31m"
97 green = "\u001b[32m"
98 yellow = "\u001b[33m"
99 blue = "\u001b[34m"
100 magenta = "\u001b[35m"
101 cyan = "\u001b[36m"
102 white = "\u001b[37m"
103 reset = "\u001b[0m"
104
105 while play:
106     print(f"Player: {player_text(player)}")
107     render_board()
108     movecol = input("column: ")
109     while not check_input(movecol, full):

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110     movecol = input("column: ")
111     movecol = int(movecol)
112     y = move(movecol, player)
113     print("y: ", y)
114     if y == 0:
115         full[movecol] = True
116
117     if check_win_move(movecol, y, player):
118         break
119     player *= -1
120     if not False in full:
121         player = 0
122         break
123 if player == 0:
124     render_text(f"{yellow}It was a tie{reset}")
125 else:
126     render_text(f"Player {player_text(player)} {green}won!{reset}")
```