```
#include<stdio.h>
#include<conio.h>


void show_all_tubes(char mat[4][5])
{
	int i;
	for(i=0; i<=3; i++)
	{
		printf(" |%c|   |%c|   |%c|   |%c|   |%c|\n", mat[i][0], mat[i][1], mat[i][2], mat[i][3],
mat[i][4] );
	}
	printf("\n 1     2     3     4      5\n");

}


int check_winning(char mat[4][5] )
{
	// logic to check all columns having same values.


	// return 1 if winning situation found
	// otherwise return 0
	return 1;
}


void main()
{
	int from_tube, to_tube;

	char mat[4][5] = { {'R','R', 'Y', 'G', '\0'}, {'B', 'Y', 'G', 'G', '\0'}, {'Y', 'R', 'R', 'B', '\0'}, {'B', 'G',
'Y', 'B', '\0'} };
	clrscr();

	while(1)
	{
		show_all_tubes(mat);
		printf("Enter Tube number to POP from : ");
		scanf("%d", &from_tube);

		printf("Enter Tube number to PUSH into : ");
```

```
            scanf("%d", &to_tube);

            // Tube-1 is column-0
            // tube-2 is column-1
            // tube-3 is column-2
            // tube-4 is column-3
            // tube-5 is column-4

            // write logic to POP from [from_tube - 1] and
            // PUSH into [to_tube - 1]

            // after this call to check_winning and receive
            // returned value 1 or 0

            // if 1 is returned then break the loop and declare winning
            // if 0 is returned then nothing additional to do.
            // loop will perform next iteration.

        }
        getch();

}
```