PBoard

* Variables
  + Private Player red, blue
    - The 2 players in the game
  + Private Player[][] board = new Player[6][6]
    - Game board that is 6 x 6
  + Private int turn
    - Turn = 0 mean it’s RED’s turn
    - Turn = 1 mean it’s BLUE’s turn
    - This will be used internally, no need to touch this
  + Private Boolean go
    - Go = false from start meaning there is no winner
    - Go = false means there’s a winner
* Constructor
  + PBoard x = new PBoard();
    - Will initialize PBoard
    - red = new Player(“red”)
    - blue = new Player(“blue”)
    - turn = 0 (will alternate on its own as game moves on)
    - go = false (no winner)
* Functions
  + PUBLIC
    - Public void addToColumn(int n)
      * n = # of the column you want to add the chip to (red or blue depending on the turn #)
      * with each add, an internal “checkWin” function will run in order to check for a 4-in-a-row
        + if 4-in-a-row exists, go will be updated to “true”
      * will alternate “turn” on its own to keep track of whose turn it is
    - public void restart()
      * restart the game by clearing the board and setting red&blue’s victory to false
    - public void print()
      * prints a txt version of the game
  + PRIVATE
    - Private Boolean checkWin(int I, int n)
      * Used internally to check if there is a 4-in-a-row
      * Called by “addToColumn” after each insertion