Connect four

is a two-player connection game in which the players first choose a character (@-0) to play with and then take turns dropping in different places from the top into a seven-column, six-row vertically suspended grid. The pieces fall straight down, occupying the next available space within the column. The objective of the game is to be the first to form a horizontal or vertical line of four of one's own characters (discs).

First, the first player is prompted to enter the number of column to drop his discs in (0), then the second player is prompted to enter the number of column to drop his discs in(@) and so, on .The player cannot drop in a full column . The game is finished when one of the players connects for discs horizontally or vertically. The game is elso finished when there is a draw.

Data Structure Used

The data structure used here is a class <u>LINKED LIST</u> having the following members including getters, setters and constructors:-

Member type	Description
Char item	For holding the slot's character
<pre>linked_list *next</pre>	Pointing to the next slot (down)
<pre>linked_list *pre</pre>	Pointing to the previous slot (up)
linked_list *last	Pointing to the last slot (top)
linked_list *r	Pointing to the right slot
linked_list *l	Pointing to the lift slot
<pre>void add (char i);</pre>	Adding items to the list
<pre>bool isEmpty();</pre>	Checking if the list is empty

Functions

Prototype	Description
<pre>void display();</pre>	Display the board on screen
<pre>void printLine ();</pre>	Draw the board
<pre>void printSides();</pre>	Draw the board

<pre>void connect();</pre>	Connects the slots horizontally
bool check (int col);	Checking if there is a winner
<pre>bool checkV (linked_list *col);</pre>	Checking if there is 4 identical vertical slots
<pre>bool checkH (linked_list *col);</pre>	Checking if there is 4 identical horizontal slots
<pre>linked_list *fnd (int i);</pre>	Find Column # i

Global Variables

Туре	Description
<pre>linked_list c1(1);</pre>	Column #1
<pre>linked_list c2(2);</pre>	Column #2
<pre>linked_list c3(3);</pre>	Column #3
<pre>linked_list c4(4);</pre>	Column #4
<pre>linked_list c5(5);</pre>	Column #5
<pre>linked_list c6(6);</pre>	Column #6
<pre>linked_list c7(7);</pre>	Column #7

TEST CASES Horizontal Win

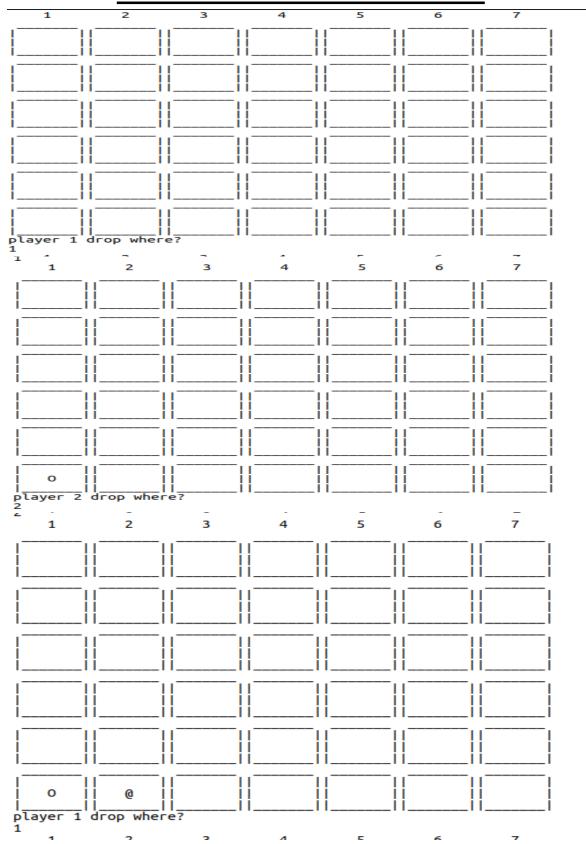
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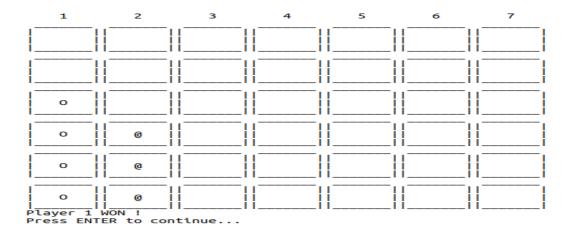
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TEST CASES Vertical Win



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Test Case With Non-Valid Input

