

connectFour

private int[][] Playboard

•Keeps track of the board that the player and computer play on, marking 0s for empty slots, 1 for player pieces, 8 for computer pieces

private int[][] Available

•Keeps track of available slots, 0 for available, 1 for filled

private boolean Victory

•Turns true one one player reached four in a row, ends game

private void toString()

Prints the current playboard

private boolean checkWin()

Checks to see if victory has been achieved (four in a row)

private ArrayList check3()

Checks to see if player has 3 in a row anywhere. If no, returns empty array. If yes, returns coordinates (one after another) of where available slots for an immediate victory are.

private ArrayList check2()

Checks to see if player has 2 in a row anywhere. If no, returns empty array. If yes, returns coordinates (one after another) of where available slots adjacent to the 2 in a row

private int[] place(int, column)

Place piece, returns coordinates of the place of the piece