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#pragma once

#include <string>
#include "headers/gameBoard.h"

typedef enum state { USER1_MOVE = 1, USER2_MOVE, CPU_MOVE, MENU, SAVE, LOAD, FINISHED }
States;

#define USEARDUINO false    // set to false to compile without arduino support

#if USEARDUINO == true
#include "ofArduino.h"      // only need if using arduino
ofArduino ar;              // needed to be global so all the #if statements work correctly
#define numButtons 4
#define startPin 4
#endif // USEARDUINO

//-----Connect 4 Game-----
class Connect4 {
private:
    gameBoard board;
    int numPlayers = 1;      // 1 or 2
    int playerTurn = 1;      // keep track of whos turn it is
    char playerColor = 'R';  // 'R' or 'B'
    States gameState = MENU; // The state of the main game loop; start at the MENU
    state
    string saveFile = "save.txt"; // file to save and load the game state
    string loadFile = "save.txt";
    bool connected = false;    // is the arduino connected?

    void newGame();           // initialize new board
    int loadGame(string);     // load from file
    void saveGame(string);    // save to file
    void HowToPlay();         // load from file
    int getColumnChoice();    // get the column the user wants to make a move in; calls
    checkNumPress() and checkButtons();
    int checkNumPress();      // polls the keyboard for current key states
    int checkButtons();       // polls the arduion for current button states

public:
    Connect4();
    ~Connect4();

    void run();              // run the main game loop
    void init();             // initialize the game
};

```