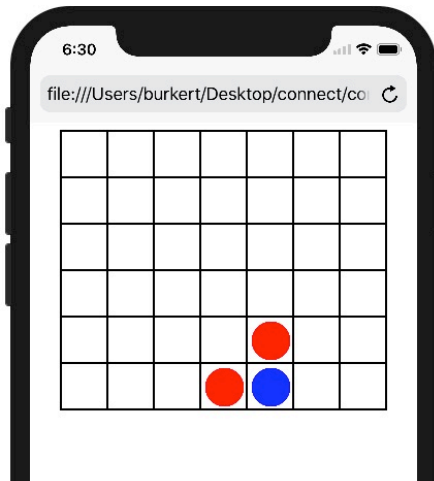## P02 React

One of the MOBA1 exercises was a partial implementation of the *Connect-Four* game using plain HTML, CSS and JavaScript. Example code of this implementation is in the folder "connect-four".

1
Develop a React implementation that shows the board based on a certain state in a container component. Design a suitable component hierarchy. Avoid putting everything into one monolithic component.

2
Create a standalone version of your project (just one file, like the demo files shown in the lecture).

A similar project:
Tutorial: Intro To React, develop an interactive tic-tac-toe game.
https://reactjs.org/tutorial/tutorial.html