**User manual**

The program display ‘X’ as pieces putting by computer, ‘O’ by user and ‘?’ as empty spot.

**Steps:**

1. Start the game by running the program in MIPS.

2. Following the prompt, choose whether user goes first, computer goes first, or quit the game.

3. When it is user’s turn, press a key among ‘0’, ‘1’ and ‘2’ to specify which column you want to drop your piece.

4. Repeat until a result coming out (either user win, computer win, or draw game)

5. Press ‘y’ to start a new game, or else to quit.