

Programming Assignment 4  
Comp 170  
Due: Thursday, March 24  
Topic: 2-D arrays and functions

Game: Connect 4

2 players take turns placing letters in columns. (X's & O's)

Game Board has 7 Columns and 6 Rows

```
const int ROWS = 6;  
const int COLUMNS = 7;  
char GameBoard[ROWS][COLUMNS];  
1   2   3   4   5   6   7
```

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Rules:

Initialize your game board to all spaces.

Your game should recognize a winning move and announce the winner.

You need to have a function to display the game board.

You must get the users move by allowing them to select a column.

Then place that player's letter at the bottom of the specified column.

If the column is already full let the player move in a different column.

If the game board is full the game is over. Call it a tie.

Be sure to tell at each move whose turn it is.

The player who moves first is X the other player is O.

You may have global constants but not variables.