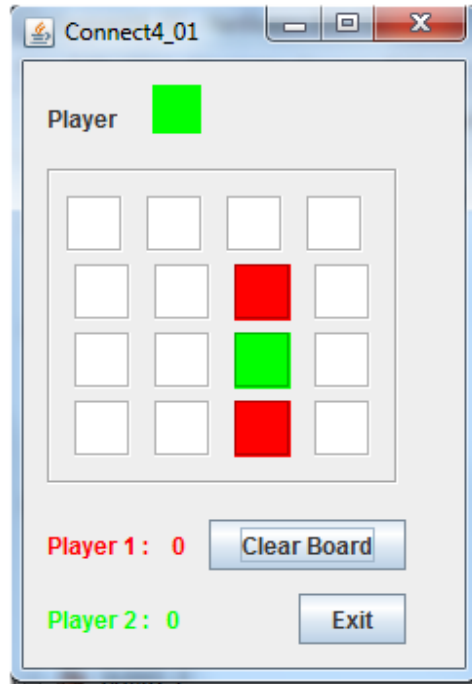


Fundamentals of Programming II Assignment 04

4X4 Connect4 – 2

Connect4 - 2

Colors drop down



```
public int[][] board = {{10, 10, 10, 10}, {10, 10, 10, 10}, {10, 10, 10, 10}, {10, 10, 10, 10}};
```

```
private void _02MouseClicked(java.awt.event.MouseEvent evt) {
    if(board[3][2]==10)
        play32();
    else if(board[2][2]==10)
        play22();
    else if(board[1][2]==10)
        play12();
    else
        play02();
}
```

```
public void play02() {
    if (_02.getBackground().getRGB() == Color.WHITE.getRGB()) {
        _02.setBackground(Player.getBackground());
    }
    if (_02.getBackground().getRGB() == Color.RED.getRGB()) {
        board[0][2] = 0;
    }
    else if (_02.getBackground().getRGB() == Color.GREEN.getRGB()) {
```



```
        board[0][2] = 1;
    }
    checkWinner();
    switchPlayer();
}
```

```
public void play12() {
    if (_12.getBackground().getRGB() == Color.WHITE.getRGB()) {
        _12.setBackground(Player.getBackground());
    }
    if (_12.getBackground().getRGB() == Color.RED.getRGB()) {
        board[1][2] = 0;
    } else if (_12.getBackground().getRGB() == Color.GREEN.getRGB()) {
        board[1][2] = 1;
    }
    checkWinner();
    switchPlayer();
}
}
```

```
public void play22() {
    if (_22.getBackground().getRGB() == Color.WHITE.getRGB()) {
        _22.setBackground(Player.getBackground());
    }
    if (_22.getBackground().getRGB() == Color.RED.getRGB()) {
        board[2][2] = 0;
    } else if (_22.getBackground().getRGB() == Color.GREEN.getRGB()) {
        board[2][2] = 1;
    }
    checkWinner();
    switchPlayer();
}
}
```

```
public void play32() {
    if (_32.getBackground().getRGB() == Color.WHITE.getRGB()) {
        _32.setBackground(Player.getBackground());
    }
    if (_32.getBackground().getRGB() == Color.RED.getRGB()) {
        board[3][2] = 0;
    } else if (_32.getBackground().getRGB() == Color.GREEN.getRGB()) {
        board[3][2] = 1;
    }
}
```



```
}  
    checkWinner();  
    switchPlayer();  
}  
}
```