

Connect 4 Drop Down

```
else
{
```

```
int n = ----
int x = ----
int y = ----
```

```
while (x < row && b[x][y] == 0)
    x++;
```

more x down to the bottom.

```
if
```

```
x--;
```

above loop will over shoot by one, move it back

```
if (x >= 0 && b[x][y] == 0)
```

← if place is valid

```
{
```

all code to place piece
* switch turn
* check win

← put your code in to move it.

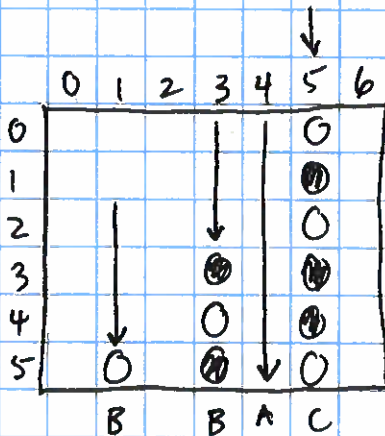
```
}
```

```
else
```

show status ("you can't go there, choose again");

← or, give them an error message

```
}
```



Drop until:

(A) at bottom

(B) you hit something

Note C:

the place might not be valid so we need an if for that.