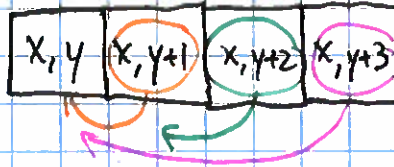


Connect 4 Horizontal Win

If this happens:

OOOO

you win!



- All in same row thus x is same
- All in different columns, so y changes.

Thus, there is an if like this:

```

b[x][y] != 0 && b[x][y] == b[x][y+1] && b[x][y] == b[x][y+2] && b[x][y] == b[x][y+3]
    
```

if not blank
first 2 equal
1+3 equal
+4 equal

Now, we want to loop that. So where can it go?

	0	1	2	3	4	5	6
0	X	X	X	X			
1		X	X	X	X		
2			X	X	X	X	
3				X	X	X	X
4					□	□	□
5							

After $y=3$, (say $y=4$) it falls off the end for $y+3$ so y can only go from 0-3.

So the method is:

```

public boolean horizontalWin()
{
    for (int x=0; x < row; x++)
    {
        for (int y=0; y <= 3; y++)
        {
            if (b[x][y] != 0 && b[x][y] == b[x][y+1] && b[x][y] == b[x][y+2] && b[x][y] == b[x][y+3])
            {
                if (b[x][y] == 1) or whatever your game stores or has as it's theme
                {
                    showStatus("Red Wins");
                }
                else
                {
                    showStatus("Yellow Wins");
                }
                return true;
            }
        }
    }
    return false;
}
    
```