Exercise #8 (No computers needed)
Due Friday, 11/20/2015, at 11:59pm

New Terms
In your own, words explain the following (you may want to draw pictures):
- memory leak
- null pointer versus null character
- row-major language
- Double pointer (not the type double!!)

Designing Assignment #5 Connect Four (ignoring the 1-player game): As a group, answer the following questions.

Understanding the Problem – Problem Analysis
- Do you understand how to play connect four? Provide an example play for winning and losing!!
- Do you know what it means to print an error message for a column that is full?
- Do you understand all your inputs and outputs for this program?
- Do you understand how you will use a 2-d array in this assignment?

Design – Give as much detail as possible based on how you answered the questions above.
- List the other functions will you need besides the initialize_board() function, e.g. get_column(), determine_winner(), etc.
- What is the description, the pre-conditions, post-conditions, and return values of your functions?
- How will these functions interact with each other? Which functions will call which functions?
- What will the pseudo-code/algorithm look like for each of these functions?

Testing – Develop the test plan for your Assignment #5 Connect Four
- What will bad input look like? What will good input look like?
- What are the expected results from the bad input? Good input?

For take-home exercises completed in peer-led groups, each student must participate and write answers to each of the questions on his/her own paper to show for credit. Your 1-2-3 grade will be based on the completion/understanding shown on your own piece of paper shown to your TA for a grade before leaving the group session!!!

For take-home exercises completed on your own, turn in your work electronically using the TEACH website!!!