

A 7x7 grid of colored dots. The dots are colored red, green, or blue. The pattern is as follows:

			Red			
Green	Green	Green	Green	Green	Green	Green
Green	Green	Green	Green	Green	Green	Green
Green	Green	Green	Blue	Blue	Red	Green
Green	Green	Blue	Red	Red	Red	Red
Blue	Blue	Blue	Red	Red	Red	Blue
Red	Blue	Blue	Red	Blue	Blue	Red

```

1 import turtle, random
2
3 screen = turtle.Screen()
4 screen.delay(0)
5
6 chip = turtle.Turtle()
7 chip.shape("circle")
8 chip.color("green")
9 chip.penup()
10 chip.speed(0)
11
12 CHIP_DIST = 30 # the distance each chip will be apart
13
14 connect = []
15
16 for i in range(7) :
17     connect.append([])
18     x = connect[i]
19     for j in range(7) :
20         x.append(0)
21         chip.goto(-90 + i * CHIP_DIST, -100 + j * CHIP_DIST)
22         chip.stamp()
23
24 chip.color("blue")
25 chip.goto(-90 + 3 * CHIP_DIST, -100 + 7 * CHIP_DIST)
26
27 turn = 1
28 running = True
29
30 def r():
31     if running :
32         x = chip.xcor()
33         if x < (-90 + CHIP_DIST * 6) :
34             chip.setx(x + CHIP_DIST)
35         else :
36             chip.setx(-90)
37
38 def l():
39     if running :
40         x = chip.xcor()
41         if x > -90 :
42             chip.setx(x - CHIP_DIST)
43         else :
44             chip.setx(-90 + CHIP_DIST * 6)
45
46 def d():
47     global turn, running
48     if running :
49         x = int(chip.xcor() / CHIP_DIST) + 3
50         col = connect[x]
51         for y in range(len(col)) :
52             if(col[y] == 0) :
53                 chip.sety(-100 + y*CHIP_DIST)
54                 chip.stamp()
55                 chip.speed(0)
56                 chip.goto(-90 + 3 * CHIP_DIST, -100 + 7 * CHIP_DIST)
57                 connect[x][y] = turn
58                 if haswinner(x,y) :
59                     running = False

```