

get_drop_column(board, player)

This function asks the current player to choose a column where they want to drop their token.

- Prompt the user for input using `input()`.
- Validate the input:
 - Is it a digit?
 - Is it within the valid range of columns (0 to NUM_COLS - 1)?
 - Is the column available?
- If the input is invalid, display a helpful error message and re-prompt the player.

Hint: Use `functions.column_available()` to check whether a column is full.

Return: a valid column index where the token will be dropped.

play()

This function controls one round of the Connect 4 game.

1. Use `functions.make_board()` to create a new game board.
2. Alternate turns between player 1 and player 2.
3. For each turn:
 - Display the board.
 - Ask the player for their move using `get_drop_column()`.
 - Drop their token into the selected column using `functions.drop_token()`.
 - Check for a win using `functions.check_win()`:
 - If someone wins, display the final board and announce the winner.
 - End the game loop.
 - Check for a tie using `functions.board_full()`:
 - If the board is full and no one has won, display the final board and declare a tie.
 - End the game loop.
4. Continue looping until there is a winner or a tie.

`show_start_screen()`

You can create a simple introduction screen that runs before the game starts. For example, print:

```
Welcome to Connect 4!  
Player 1: X  
Player 2: O  
First to connect 4 in a row wins!
```

`show_end_screen()`

Display a goodbye message at the end of the game session. For example:

- `Thanks for playing Connect 4!`

What You'll Have When You're Done

By completing this assignment, you'll have a fully working command-line version of Connect 4 that:

- Displays the game board.
- Accepts valid player moves.
- Handles wins and ties.
- Lets players play again.