

TURNS

connect4, chess, Othello

Globally

```
JLabel turnpic;  
int turn = 1;
```

On Screen 3 / Game Screen:

```
turnpic = new JLabel(createImageIcon("player1.jpg"));  
add(turnpic);
```

or whatever
the pic is.

In Action Performed:

(at bottom)

else

```
{ // code to handle game
```

```
int n = ...
```

```
int x = ...
```

```
int y = ...
```

```
Show status ...
```

```
b[x][y] = turn;
```

```
redraw();
```

} already
present

} Place a piece:
this might
vary quite a bit, based
on your game.

```
if (turn == 1)
```

```
{ turnpic.setIcon(createImageIcon("player2.jpg"));
```

```
turn = 2;
```

```
}
```

```
else
```

```
{ turnpic.setIcon(createImageIcon("player1.jpg"));
```

```
turn = 1;
```

```
}
```

or whatever
the pic is.

or whatever
the pic is

```
} // end else
```