

The Reset Button



1. Add a new array called r.

```
//globally  
int b [][] = original array  
int r [][] = original array ... exactly the same as b,  
           but a different name.
```

R's purpose is to store the original array so you can replace b with the original if the user hits the reset button.

2. This method copies r into b, thus resetting the array.

```
public void reset ()  
{ //copy every element of r into b  
  //that sets it back to the original  
  for (int i = 0 ; i < row ; i++)  
    for (int j = 0 ; j < col ; j++)  
      b [i] [j] = r [i] [j];  
  //call redraw to update b on the screen  
  redraw ();  
}
```

3. Call `reset()` ; in your `actionPerformed` inside the proper else if clause.