

## Flip Turn

First, I switched these to char, because, why not?

```
//Game screen|
JLabel turnPic;
JButton a, b, c, d, ee, f, g, h, i;
char board[] [] = {{'b', 'b', 'b'}, {'b', 'b', 'b'}, {'b', 'b', 'b'}};
char turn = 'x';
JTextField choice, name, first;
```

Then, I noticed the name of the turn variable (it's turn) and the name of the picture (it's turnPic).

Make a method. If it is x, flip both the variable and the picture to o. Ditto for o (but switch to x).

```
public void flipTurn ()
{
    if (turn == 'x')
    {
        turn = 'o';
        turnPic.setIcon (createImageIcon ("oturn.png"));
    }
    else
    {
        turn = 'x';
        turnPic.setIcon (createImageIcon ("xturn.png"));
    }
}
```

Call the method in the else at the bottom of actionPerformed.

```
else if (e.getActionCommand ().equals ("h"))
    updateSquare (2, 1, h);
else if (e.getActionCommand ().equals ("i"))
    updateSquare (2, 2, i);
    flipTurn ();
}
```

Test it.

When you click on the squares in the tic tac toe board, the turn picture should switch back and forth.

