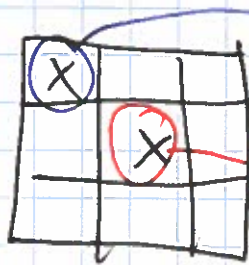


# Hnefatafl Swap

\* this is only a simple move. You will need to fill in the methods yourself.



Click 1

- remember it
- highlight where it can go

Click 2

- if valid, move it and switch turn
- in all cases, deselect and prepare for click 1.

① Verify that you have:

- set on click listener inside onCreate
- gridButtonClick method
- redraw
- turns that switch

if not, code those first. Make sure they run.

② Add global variable.

```
int click = -1; ] it is Click 1.
```

③ Create methods  
\* fill these in later.

```
public boolean isValid (int x, int y) {  
    return true;  
}
```

```
public void select (int x, int y) { }
```

```
public void deselect (int x, int y) { }
```

oops. no parameters.