

④ Code GridButtonClick

```
public void gridButtonClick (int pos) {
    int x = pos / col;
    int y = pos % col;
```

first click

```
if (click == -1) {
    click = pos; ← store it
    select (x, y); ← select on screen
```

```
} else {
```

```
    if (isValid (x, y)) {
```

```
        int oldx = click / col; } ← find old position
        int oldy = click % col;
```

or whatever you called it *move the piece*

```
        trackingIntArray[x][y] = trackingIntArray[oldx][oldy];
        trackingIntArray[oldx][oldy] = 0; ← or whatever your blank is.
```

```
        switchTurn();
```

```
    }
```

```
        deselect(); ← clear selection
```

```
        click = -1; ← reset so you can click again
```

```
    }
```

```
    redraw(); ← update screen with changes.
```

```
}
```