

Flag Button

① Make a global variable
boolean flag = false

② Flag onClick Method

```
public void Bflag (View view)
```

```
    if (flag == true) {  
        flag = false;  
        change the button to say "No flag"  
    }  
    else {  
        flag = true;  
        change the button to say "flag"  
    }  
}
```

if it was a flag, turn it off

otherwise turn it on

③

```
public void gridButtonClick (int pos) {  
    int x = pos / col; Already Present  
    int y = pos % col;  
    if (flag == true) if we are placing flags, place one  
        flags [x] [y] = 1;  
    show [x] [y] = 1; in all cases, show the place we clicked  
    // open will go here later  
    redraw(); show up our changes on the screen.  
}
```