

To select & Move

① Add to global variables

```
int click1 = -1;
```

② in GridButtonClick

```
public void gridButtonClick (int pos) {  
    int x = ...  
    int y = ...
```

if it is the first click

```
if (click1 == -1) {
```

if it is a frog, store it

```
if (c[x][y] == 1) {
```

could change picture to be selected
(this will require fiddling to
canGoDownRight)

```
click1 = pos;  
    ↑ store it
```

```
}
```

```
} if it is the second click
```

```
else if (click1 != -1) {
```

if you can go down right

```
if (canGoDownRight (click1, pos)) {
```

update array

```
c[x][y] = 1;
```

```
c[x-1][y] = 0;
```

```
c[x-2][y] = 0;
```

```
redraw();
```

```
} reset click1 to play again
```

```
click1 = -1;
```

```
}
```

```
}
```

first

second

