

To Verify (only) Down Right

```
public boolean can goDownRight (int click1, int click2) {
```

```
    find  $x+y$  for click1 & click2
```

```
    int firstX = click1 / col;
```

```
    int firstY = click1 % col;
```

```
    int secondX = click2 / col;
```

```
    int secondY = click2 % col;
```

```
    if click2 isn't a blank, nope
```

```
    if (c[secondX][secondY] != 0)
```

```
        return false;
```

```
    if click2 isn't in a good position, nope
```

```
    if (! (firstX + 2 == secondX && firstY == secondY))
```

```
        return false;
```

```
    if is off edge, nope
```

```
    if (firstX + 1 >= row)
```

```
        return false;
```

```
    if no frog in middle, nope
```

```
    if (c[firstX + 1][firstY] != 1)
```

```
        return false;
```

```
    otherwise sure
```

```
    return true;
```

```
}
```