

Turns

- ① Make sure you have an ImageView to track the turn. in XML.

```
<ImageView
    android:layout_width="wrap-content"
    android:layout_height="wrap-content"
    android:src="@drawable/check1"
    android:layout_gravity="center-horizontal"
    android:padding="10dp"
    android:id="@+id/turn" />
```

switch for your first turn pic

↳ id is needed because it will change.

- ② In Java, add a global variable to track whose turn it is.

```
int curturn = 1;
```

- ③ In Java create a switchTurn method to flip turns.

```
public void switchTurn () {
    ImageView turn = (ImageView) findViewById (R.id.turn);
    if (curturn == 1) {
        curturn = 2;
        turn.setImageResource (R.drawable.check2);
    } else {
        curturn = 1;
        turn.setImageResource (R.drawable.check1);
    }
}
```

switch for your turn 2 pic

switch for your turn 1 pic

④ Verify that you:

- added the `setOnClickListener` when the grid was created in `onCreate`
 - created the `gridButtonClick` method.
- ... if you didn't, do it now.

⑤ In the bottom of `gridButtonClick`, add a method call of `switchTurn`.

* This will have an `if` around it later to ensure a valid move was made.

```
public void gridButtonClick (int pos) {
    int x = pos / col;
    int y = pos % col;
    switchTurn(); ← you add.
} already there
```

⑥ Run your code.

When you click on the grid, the turn should switch.