Adding a Counter or Score

1. Add the widgets globally:

```
JLabel blackScore, whiteScore;
```

2. In the game screen (possibly card 3)

```
blackScore = new JLabel ("Black: 0000");

whiteScore = new JLabel ("White: 0000");
```

- Put in all 4 zeros. It will save you asking Ms. Gorski why your score can't go over 10 later on.

3. Make a count method:

You will have to make changes based on your array and your game.

```
public void countPoints ()
{
    int blackpoints = 0;
    int whitepoints = 0;
    for (int i = 0 ; i < row ; i++)
    {
        for (int j = 0 ; j < col ; j++)
        { //Thought is required here.
            //If you just cut and paste, this won't work
            //(1) How did you indicate each side?
            //(2) What is the name of the tracking array?
            //Change the boolean expressions to reflect it
            if (b [i] [j] == 'b')
                blackpoints++;
            else if (b [i] [j] == 'w')
                whitepoints++;
        }
    }
    blackScore.setText ("Black: " + blackpoints);
    whiteScore.setText ("White: " + whitepoints);
}
```

4. Call your method after redraw();

```
countPoints ();
```