C. Lights Out Levels (Next & Previous Button)

1. Create level arrays:

```java
int light1[][] = { fill in };
int light2[][] = { fill in };
int light3[][] = { fill in };
int light4[][] = { fill in };
```

2. Create a global variable to track which level you are on:

```java
int number = 1;
```

3. Add in the copy over method:

```java
public void copyOver(int a[][], int b[][]) {
    for (int i = 0; i < row; i++) {
        for (int j = 0; j < col; j++) {
            a[i][j] = b[i][j];
        }
    }
}
```

4. Add in the next method to respond to the method click:

```java
public void next() {
    number++;
    if (number == 2)
        copyOver(light, light2);

    redraw();
}
```

5. Call your method in ActionPerformed:

```java
public void actionPerformed (ActionEvent e){
    if (e.getActionCommand ().equals ("reset")){
    }
    else if (e.getActionCommand ().equals ("next")){
        next ();
    }
    else if (e.getActionCommand ().equals ("previous")){
    }
    else{
        //grid pieces
        int pos = Integer.parseInt (e.getActionCommand ());
        click (pos);
    }
}
```

6. Finish coding the next method, add in all of your levels.

- When you reach the last level, change number to 1 and copy in level 1.

7. Code the previous button too.

- It is a variant of your next button (it goes backwards; when it gets lower than 1, it moves to level 4).