

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 (the current turn is one, switch to two!)  
        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 `gridButton Click method`.
- ... if you didn't, do it now.

⑤

In the bottom of `gridButton Click`, 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;           already there
    int y = pos % col;           already there
    switchTurn(); ← you add.
} already there
```

⑥ Run your code.

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