import java.util.ArrayList;

public class GameScore {

ArrayList<PointScore> P = new ArrayList();

public void gameCalculate(Board b, Location l) {

char ME = ' ';

char OPP = ' ';

if (b.getData()[l.getSheet()][l.getRow()][l.getRow()] == 'X') {

ME = 'X';

OPP = 'O';

} else {

ME = 'O';

OPP = 'X';

}

int score = 0;

Location location = null;

for (int x = 0; x < b.numCols(); x++) {

if (b.getData()[l.getSheet()][l.getRow()][x] == ME) {

score++;

} else if (b.getData()[l.getSheet()][l.getRow()][x] == OPP) {

score--;

}

}

P.add(new PointScore(score, location));

score = 0;

for (int x = 0; x < b.numCols(); x++) {

if (b.getData()[l.getSheet()][l.getRow()][x] == ME) {

score++;

} else if (b.getData()[l.getSheet()][l.getRow()][x] == OPP) {

score--;

}

}

P.add(new PointScore(score, location));

}

public PointScore getIndex(int index) {

return P.get(index);

}

}