Place a Piece

GAME_BOARD : GameBoard   **thisButton : CustomButton**   **button[i][j] : CustomButton**   **map : HashTable**

mouseClicked(e)

e.getSource

x = getPos[0]

y = getPos[1]

Loop

[i < actions.length]

isTaken

isPlaceable

Opt

[isTaken = false & isPlaceable = true]

setBackground(Color.Red)

setBackground(Color.Red)

setTaken(true)

setTaken(true)

Loop

[j < actions.length]

put(x, y, true)

setTaken(true)