**if** (e.getX() >= 20 && e.getX() <= 90 && e.getY() >= 455

&& e.getY() <= 485) {

**int** result = JOptionPane.*showConfirmDialog*(**this**, "是否确认认输?");

**if** (result == 0) {

**if** (isBlack) {

JOptionPane.*showMessageDialog*(**this**, "黑方已经认输,游戏结束!");

} **else** {

JOptionPane.*showMessageDialog*(**this**, "白方已经认输,游戏结束!");

}

canPlay = **false**;

}

}