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package gui;

import java.awt.Color;
import java.awt.GridBagConstraints;
import java.awt.GridBagLayout;
import java.awt.Insets;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.awt.event.MouseEvent;
import java.awt.event.MouseListener;

import javax.swing.JPanel;

import main.Controller;
import object.Cell;

public class GameBoard extends JPanel {

    /**
     * Game board constructor, used to start new games
     */
    public GameBoard() {
        this.setLayout(new GridBagLayout());
        for(int i = 0; i < Controller.settings.getAcross();i++) {
            for (int j = 0; j < Controller.settings.getDown();j++)
            {
                final int across = i;
                final int down = j;
                //Cell buttonCell = new Cell(i,j);
                Controller.gameArray[across][down] = new
Cell(across,down);
                Controller.gameArray[across][down].
                    addMouseListener(new MouseListener() {
                        public void
mouseReleased(MouseEvent e) {

                            System.out.println(e.getButton());
                            if (e.getButton() == 1) {

                                Controller.buttonCellPressed(Controller.gameArray[across][down]);
                                } else if (e.getButton() == 3) {

                                    Controller.settings.setFlag(true);

                                    Controller.buttonCellPressed(Controller.gameArray[across][down]);

                                    Controller.settings.setFlag(false);
                                }
                            }
                        public void
mousePressed(MouseEvent e) {

                            }

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        public void mouseExited(MouseEvent
e) {
        }
        public void
mouseClicked(MouseEvent e) {
        }
        public void
mouseEntered(MouseEvent e) {
        }
    });
    Controller.gameArray[across][down].
        addActionListener(new ActionListener()
{
        @Override
        public void actionPerformed(ActionEvent e)
{
        }
    });
    this.add(Controller.gameArray[across][down],
        getLayoutConstraints(across, down));
    }
}

/**
 * define parameters to set out grid of buttons to play on
 * @param setX across setting
 * @param setY down setting
 * @return
 */
private GridBagConstraints getLayoutConstraints(int setX, int
setY) {
    GridBagConstraints gbc = new GridBagConstraints();
    gbc.gridx = setX;
    gbc.gridy = setY;
    gbc.gridheight = 1;
    gbc.gridwidth = 1;
    gbc.weightx = 0;
    gbc.weighty = 0;
    gbc.fill = GridBagConstraints.HORIZONTAL;
    //gbc.insets = new Insets(1,1,1,1);
    gbc.anchor = GridBagConstraints.WEST;
    return gbc;
}
}

```