package XandO;

import javax.swing.\*;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

public class ButtonManager {

public static void setAction(JButton btn, int cell, XandOGame game) {

btn.addActionListener(new ActionListener() {

@Override

public void actionPerformed(ActionEvent e) {

game.handleMove(btn, cell);

}

});

}

}