**package** hw3;

**import** api.Cell;

**import** api.Icon;

**import** api.Position;

**public** **class** CornerPiece **extends** AbstractPiece {

**public** CornerPiece(Position position) {

**super**(position);

Cell[] cells = **new** Cell[3];

cells[0] = **new** Cell(**new** Icon(**null**), **new** Position(0, 0));

cells[1] = **new** Cell(**new** Icon(**null**), **new** Position(1, 0));

cells[2] = **new** Cell(**new** Icon(**null**), **new** Position(1, 1));

**super**.setCells(cells);

}

**public** CornerPiece(Position position, Icon[] icons) {

**super**(position);

Cell[] cells = **new** Cell[3];

cells[0] = **new** Cell(**new** Icon(icons[0].getColorHint()), **new** Position(0, 0));

cells[1] = **new** Cell(**new** Icon(icons[1].getColorHint()), **new** Position(1, 0));

cells[2] = **new** Cell(**new** Icon(icons[2].getColorHint()), **new** Position(1, 1));

**super**.setCells(cells);

}

@Override

**public** **void** transform() {

Cell[] cells = **super**.getCells();

// if cell[0] 0,0 exists, set each cell to respective position, and so on

**if** (cells[0].getRow() == 0 && cells[0].getCol() == 0) {

cells[0].setRowCol(0, 1);

cells[1].setRowCol(0, 0);

cells[2].setRowCol(1, 0);

} **else** **if** (cells[0].getRow() == 0 && cells[0].getCol() == 1) {

cells[0].setRowCol(1, 1);

cells[1].setRowCol(0, 1);

cells[2].setRowCol(0, 0);

} **else** **if** (cells[0].getRow() == 1 && cells[0].getCol() == 1) {

cells[0].setRowCol(1, 0);

cells[1].setRowCol(1, 1);

cells[2].setRowCol(0, 1);

} **else** **if** (cells[0].getRow() == 1 && cells[0].getCol() == 0) {

cells[0].setRowCol(0, 0);

cells[1].setRowCol(1, 0);

cells[2].setRowCol(1, 1);

}

**super**.setCells(cells);

}

}