```
 1 package catan;
 2
 3 import java.awt.event.ActionListener;
 6 /**
 7  * This abstract class holds the methods and variables needed for
   each BoardSpace in Catan.
 8  *
 9  * @author Eddie Gurnee
10  * @author Nicole Downer
11  * @version 0.0.08 10/29/2013
12  *
13  */
14 public abstract class BoardSpace extends JButton implements
   ActionListener {
15     private final int MAX_PLAYERS = 4;
16
17     private boolean[] eligible = new boolean[MAX_PLAYERS];
18
19     public BoardSpace() {
20         super();
21         setContentAreaFilled(false);
22         setFocusPainted(true);
23         setBorderPainted(false);   //turn this off to get rid of duh
   borders
24
25         this.setAllEligible();
26         this.addActionListener(this);
27     }
28     public abstract void onLanding();
29
30     public boolean isEligible() {
31         return eligible[BoardGame.activePlayer];
32     }
33     public void setEligible(boolean eligible) {
34         this.eligible[BoardGame.activePlayer] = eligible;
35     }
36     public void setAllEligible() {
37         for (int e = 0; e < eligible.length; e++) {
38             eligible[e] = true;
39         }
40     }
```

```
41    public void setAllNotEligible() {
42        for (int e = 0; e < eligible.length; e++) {
43            eligible[e] = false;
44        }
45    }
46 }
```