

The undo method can be done by referring to the reset method.

1. We can add a new button in GUI.java, which can be placed in the bottom right corner of the whole game interface, and add the text "undo" on it, and add an ActionListener interface to be used whenever we need to perform an undo operation.
2. store the moves to a stack in controller.java. Whenever we want to perform a undo operation, we perform a reset, and according to the first-in-last-out principle of the stack, the most recent operation will be undo first. And when the stack is empty, we can not perform a undo operation.
3. We can use the "reset" method in RowBlockModel.java to perform the single undo operation.