

A move on Standard Board

b: Standard Board

makeMove(x,y)

bool := properIndices(x,y)

Alt

[bool]

toggle(x,y)

Alt+

[x>0]

toggle(x-1,y)

[y>0]

toggle(x,y-1)

[x<board.length-1]

toggle(x+1,y)

[y<board[x].length-1]

toggle(x,y+1)