Undo functionality

- To implement undo functionality one thing that definitely will be required is keeping track of the player moves.
- This can be done with the help of stack data structure as it will keep storing the moves as it happens and undo the moves at the top of the stock.
- Therefore we need a stack datastructure inside the model and after every “move()” function call, that move should be added in the data structure.
- The new button should be added in the “options” JPanel along with the reset button.
- A new function inside the controller called undo should be attached as the actionListener.
- On click of the button the undo function should remove the top of the stack which stores the latest move and make that model’s blockData as “” indicating that the move hasn’t been played.
- Then they should call the update function of the component A which will make that block contents visible as nothing.
- The undo function inside the controller should also have the functionality that when the last element inside the stack has been popped out, the button should not be clickable by setting setEnabled = False.
- And if it is disabled or during the start of the game when it is set as disabled, it should be enabled by the move() function if it sees it as disabled.
- Also, the undo function should increase the movesLeft on every click of the button.
- When the game is reset, the stack should be reinitialised and also the button should be disabled.