

Instructions for running the code:

- Compile the Memory.java file in the terminal, run the compiled file, and then follow the instructions from there

Design choices:

- In this simple version of the Memory card game, I depended mostly on arrays because there was no need for any resizing, sorting, or shifting elements, therefore structures such as ArrayList or LinkedList were not needed.
- I chose to use Java for this code because I find it easier with it to keep track of what type a variable is, and that was crucial for this coding this game.
- Edge cases that were accounted for are if the user enters an invalid amount rows that the grid should be.