

In this assignment firstly i created a bejeweled class which is contacted with main class and that class has a play method which has all the procedure of the bejeweled game.

Then i created an abstract class named "jewels". That class has a abstract method which is check(). Also that jewels class has general methods like "printGrid, delete" . That abstract class has 7 subclasses named "jewel_d , jewel_s , jewel_t, jewel_w, jewel_space, method_caller, symbols". That subclasses has overridden check methods. Each check method has same signatures or parameters but their bodies or their missions are different from each other. That is the main reason of using abstract class.

Also "symbols" class has 5 more subclasses named "symbolSlash, symbolMinus, symbolPlus, symbolReverseSlash, symbolVertical". That subclasses has overridden check methods too.

ScoreOfPlayer class has an static integer field named "scoreOfPlayer". I kept the total score with that field.

"jewel_space" class provide me to deleting jewels from grid.

In "leaderboard" class i implemented Comparable interface for sorting the points of the players at "leaderboard.txt"

