Woo

+ void wait (int)

+ ArrayList<Integer[]> chainItems (Gem[][])

− ArrayList<Integer[]> chainItemsRow (Gem[][])

− ArrayList<Integer[]> chainItemsColumn (Gem[][])

+ String arrToStr (Gem[][])

+ void populate (Gem[][])

+ Gem[][] newGame ()

+ boolean isNextTo (int, int, int, int)

+ void swap (Gem[][], int, int, int, int)

+ boolean destroyChain (Gem[][])

+ void destroyChain (Gem[][], ArrayList<Integer[]>

+ boolean hasSuperGems (Gem[][], ArrayList<Integer[]>)

+ ArrayList<Integer[]> expandSuperGems (Gem[][], ArrayList<Integer[]>)

+ void fall (Gem[][])

+ void replaceTheVoid (Gem[][])

+ void printHelp ()

Screen

+ String ESC

+ void save ()

+ void load ()

+ void setColor (int)

+ void resetColor (C)

+ String retColor (int)

+ void clear ()

+ void clearLine ()

+ void moveToGem (int, int)

+ void moveTo (int, int)

+ void move (int, int)

+ String promptUser (Scanner)

~~+ String promptUser (Scanner, String)~~

+ String promptUser (String, Scanner)

+ void   update Gem (Gem [ ], int , int)
+ void   update Board (Gem [ ][ ], int, int)

Gem

protected	int color
~~protected~~	~~boolean locked~~
protected	String character
protected	boolean highlighted
protected	boolean selected

+ Gem ( )
+ Gem (int)
+ String toString ( )
+ boolean equals (Gem)
+ int getColor ( )
+ void select (boolean)
+ void highlight (boolean)
+ void turnOff ( )
+ void highlight (Gem [ ][ ], ArrayList< Integer [ ]>, boolean)

↑

Super Gem

+ ArrayList < Integer [ ]> special (Gem [ ][ ], int, int)

↑   ↑   ↑

~~Explode Gem~~ ColorGem	~~ColorGem~~ Explode Gem	Cross Gem
+ ColorGem ( )	+ Explode Gem ( )	+ Cross Gem ( )
+ ColorGem (int)	+ ~~Cola~~ Explode Gem (int)	+ Cross Gem (int)
+ public ArrayList<Integer[ ] special (Gem [ ][ ], int, int)	+ public ArrayList< Integer[ ]> special (Gem [ ][ ], int, int)	+ public ArrayList< Integer [ ]> special (Gem [ ][ ], int, int)