

## 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 (int)
- + 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)

+ void updateGem (Gem [][] ,int, int)  
 + void updateBoard (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)



## SuperGem

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



<del>Explode Gem</del> ColorGem	<del>ColorGem</del> Explode Gem	Cross Gem
+ ColorGem() + ColorGem (int) + public ArrayList<Integer[]> special (Gem [][] ,int, int)	+ Explode Gem() + <del>Color</del> Explode Gem (int) + public ArrayList<Integer[]> special (Gem [][] ,int, int)	+ Cross Gem() + Cross Gem (int) + public ArrayList<Integer[]> special (Gem [][] ,int, int)