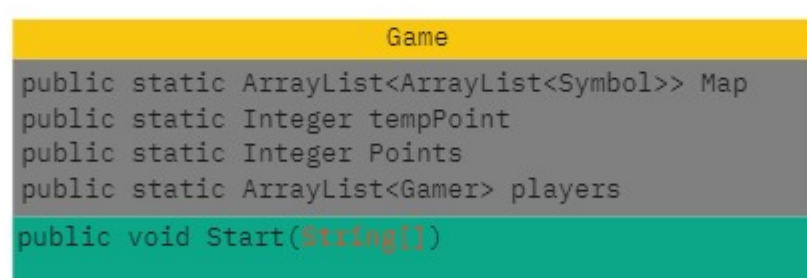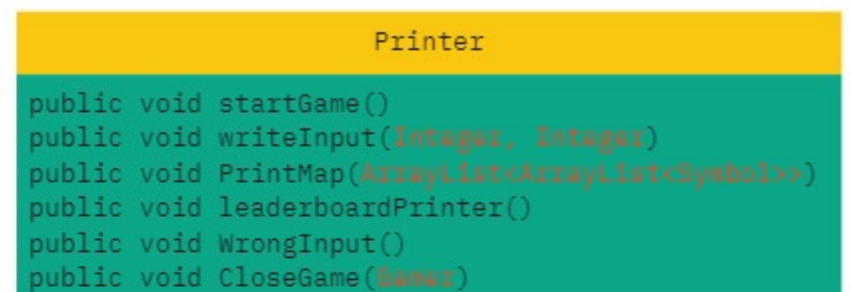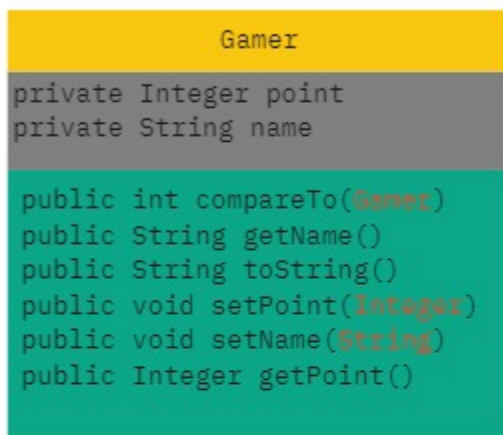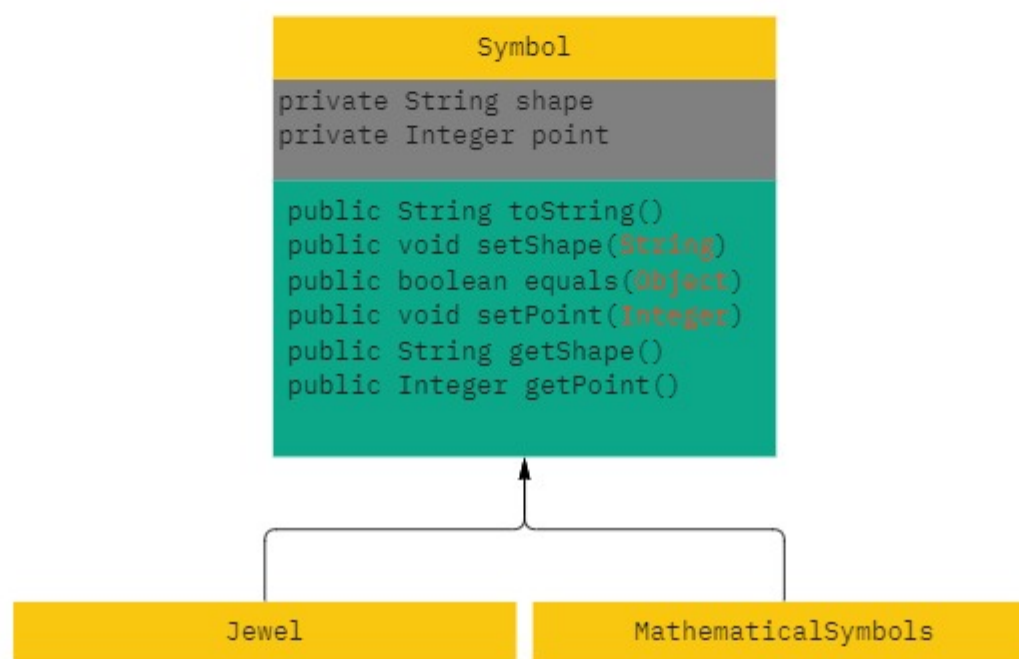## GameTools

```
private boolean Down(Integer, Integer, Symbol)
private boolean Up(Integer, Integer, Symbol)
private boolean Left(Integer, Integer, Symbol)
private boolean Right(Integer, Integer, Symbol)
private boolean LeftDownDiag(Integer, Integer, Symbol)
private boolean RightUpDiag(Integer, Integer, Symbol)
private boolean RightDownDiag(Integer, Integer, Symbol)
private boolean RightUpDiag(Integer, Integer, Symbol)
private boolean WildCard(Integer, Integer, Symbol)
private void SlideSymbols()
public void Match(Integer, Integer)
```

Symbol

```
private String shape
private Integer point

public String toString()
public void setShape(String)
public boolean equals(Object)
public void setPoint(Integer)
public String getShape()
public Integer getPoint()
```

Jewel

MathematicalSymbols

Gamer

```
private Integer point
private String name

public int compareTo(Gamer)
public String getName()
public String toString()
public void setPoint(Integer)
public void setName(String)
public Integer getPoint()
```

Printer

```
public void startGame()
public void writeInput(Integer, Integer)
public void PrintMap(ArrayList<ArrayList<Symbol>>)
public void leaderboardPrinter()
public void WrongInput()
public void CloseGame(Gamer)
```

Game

```
public static ArrayList<ArrayList<Symbol>> Map
public static Integer tempPoint
public static Integer Points
public static ArrayList<Gamer> players

public void Start(String[])
```

First I created Symbol superclass for all types of objects in the game. Second thing that I do is create 2 classes that extends from symbol. First is Jewel and second is MathematicalSymbols. in these classes I just override the constructors for knowing which object have which point.

In the Gametools class, I created Match method so I can match objects one to another. I created Up down and all the other methods except SlideSymbols and Match() for look at the symbols at the right order. That's how I avoid duplicate code.

Gamer class is for leaderboard.txt.

Printer is for print all the output.

Game class is the main class that all the methods from other classes combine.