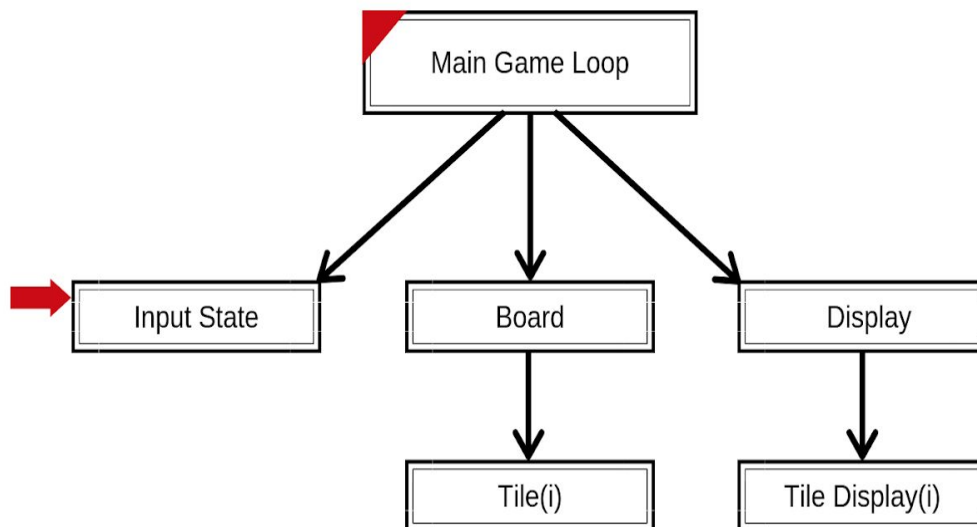# Object Diagram and Explanation of Objects

Object Diagram:

Explanation of Objects:

In the main game loop the a Game controller object controls the game.

The Game controller object holds the connection to the Board object. As a result the game controller sets the dimensions of board and gets information about the tiles from the board, selects the tiles to be checked for match, checks for 'game over', keeps score. Once any user input is passed to the game controller, the game controller takes necessary steps to get the current state of the game. The game controller passes those information to display object so that display the gui.

The tiles object is connected to the board and doesn't have any direct connection with the game controller. Tiles object know the items (that are obtained from an enum) in the tile. Tile object also can check if any other tile has any matching shapes with the tile.

Board object is basically an array of tiles objects. The array holds a number of tiles and that number is controlled by the game controller. The board object uses the tiles object to find match between the tiles and remove the matched item and then send the information about all the tiles to game controller.

Tile display object is obtained from a class that is a child of Canvas class. So necessary methods to draw a tile can be called on tile display object. However tile display object creates only one tile display.

Display object shows the whole stage using the displays for individuals tiles from tiles display object, and creating own panes to show other information received from game controller.