

Players>

Players

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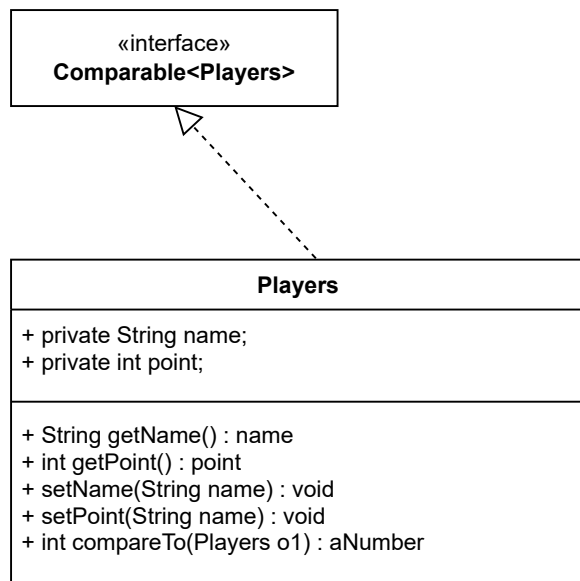
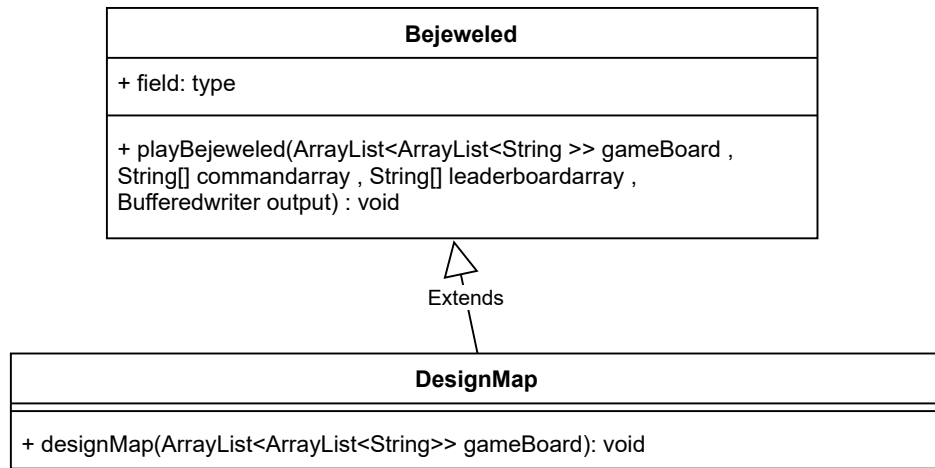
: void

void

o1) : aNumber

In this Project , I use abstract classes , interfaces for some sorting and normal classes for playing the game. Bejeweled class contains the playBejeweled method which is almost design and process everything in the game . this method reads the commands , edit them and play the game . Symbols and Diamonds abstract classes are also the super classes of the jewels of the game . abstract classes has two variables , Name and point , for deciding the features of the jewels . moves method (every jewel class has this method because this is a abstract method) is sent from bejeweled class and it's used for apply the game rules for each jewel type and if the command is suitable for game rules , moves method apply it . Bejeweled class is also the super class of the DesignMap class . DesignMap class is used for swiping the empty blocks to the upperside if there are some exist empty block in downside . designMap method of the DesignMap is used for that . Players class is using for creating players from leaderboard.txt if this player is exist or creating a new one if it has to be . Players class implements Comparable interface for sorting the players with some special apperiences . I used compareTo method for sorting the playerList ArrayList with players points . I also used this method to decide paleyrs ranks.

Thank you :)



In this Project , I create different classes