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| Demo1.java |
| -console: final GameConsole  -score: String |
| +startGame(): void  -checkLeft(Gem gem1, Gem gem2): boolean  -checkUp(Gem gem1, Gem gem2): boolean  -checkNearGems(int x1, int y1, int x2, int y2): boolean  -scoreAdd(int x): String  -elimination(Gem[][] gem): void  -checkRow(final Gem[][] gem, int j, int I, int endPlace): boolean  -checkCol(final Gem[][] gem, int j, int I, int endPlace): boolean  -checkRight(Gem[][] gem, int i, int j): int  -checkDown(Gem[][] gem, int i, int j): int  -delayRow(final int i, final int j, final int endPlace, final Gem[][] gem, int num): void  -dropRow(final int i, final int j, final int endPlace, final Gem[][] gem): void  -delayCol(int i, int j, int endPlace, final Gem[][] gem, int count): void  -dropCol(final int i, final int j, final int endPlace, final Gem[][] gem): void  -initialGem(Gem[][] gem): void |

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| Gem.java |
| +orgY: static final int  +orgX: static final int  +w: static final int  +h: static final int  -posX: int  -posY: int  -selected: boolean  -pic: Image  -focus: Image |
| +display(): void  + isAt(Point point): boolean  +getPic(): Image  + setPic(String file): void  +setPic(Image pic): void  + getPosX(): int  + getPosY(): int  + setPosX(int posX): void  + setPosY(int posY): void  + isSelected(): boolean  + setSelected(boolean selected): void  + toggleFocus(): void  + moveTo(int x, int y): void |

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| Sound.java |
| -soundPath: String |
| +playSound():void |

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| GameTimer.java |
| -initTime: long |
| +start(): void  + getTimeString(): String |