

I have 13 classes.

Class Main: In this class, I just instantiate the object that I will use.

Class Game: This class has one method named Gaming. Gaming method is the skeleton of the game. Basically, it reads the command file and assigns it accordingly. Also, gaming method has switch statement which is important for assignment. If we want to add new jewels to game, we should add the jewels to switch condition and specify the methods which you want use. I will explain this method in later class.

Class MasterCheck: MasterCheck class has 4 different methods. These methods simply check the matches in the grid. If there is a match, the method calls another method to remove matched jewels. It also has 2 subclasses.

Class CheckChain: CheckChain is the subclass of the MasterCheck. The purpose of this class is to find matches of letter jewels by using methods. But since these methods are the same as the functions in the main class, I didn't need to write them and I called the function in the super class.

Class CheckChainMath: CheckChainMath is the subclass of the MasterCheck. The purpose of this class is to find matches of symbol jewels.

Class CrushJewels: CrushJewels is an abstract class and its methods are abstract. The purpose of this class is to remove the jewels which were matched in MasterCheck's methods. It also has 3 different classes to make this task.

Class Diagonal: This class is subclass of CrushJewels. The methods of Diagonal class simply crush the jewels which were matched in MasterCheck's methods.

Class Horizontal: This class is subclass of CrushJewels. The methods of Horizontal class simply crush the jewels which were matched in MasterCheck's methods.

Class Vertical: This class is subclass of CrushJewels. The methods of Vertical class simply crush the jewels which were matched in MasterCheck's methods.

Class Players: Players implements Comparable class to compare the Players object according to object's points. This objects have 3 attributes. Also, As stated in the pdf, I used binary search while searching the array list.

Class Write: This class creates monitoring.txt file and fills the blank the condition which written in commands.

Class GameFunctions: GameFunctions class has 2 method. One of them calculates the score and the other does the scrolling.

Class ReadingGrid: ReadingGrid class reads the gameGrid.txt file. In order to avoid errors while - checking the matches, I read the grid file and made an array list and then framed it. I mean, I just filled it around with empty strings.

Check out my java files for more information.