Class Name: Grid<t> [Generic Type]

Instance Variables:

- int maxPlaces
- int placesFilled
- t[][] userGrid
- t nullValue

Constructors:

- Grid(int row, int column, t nValue)

Methods:

- boolean downJustify()
- boolean leftJustify()
- boolean isEmpty()
- boolean rightJustify()
- boolean upJustify()
- String toString()
- t get (int i, int j)
- t remove(int i, int j)
- t set (int i, int j, t obj)
- void swap (int r1, int c1, int r2, int c2)

Contains

Class Name: Game2048

Instance Variables:

- Grid<Equalizer> game
- int _placesFilled
- int _score
- int highest
- int rows
- int columns

Constructors:

- + Game2048()
- + Game2048(int r, int c)

2048() Methods:

- + boolean checker()
- + boolean swipeDown()
- + boolean swipeLeft()
- + boolean swipeRight()
- + boolean swipeUp()
- + void game()
- + void lose()
- + void printGrid()
- + void spawn()
- + void turn()
- + void win()

Contains

Interface Name: Equalizer

Method Signatures

- boolean isEqual(Equalizer Other)
- int value()
- void doubleTile()

Class Name: Empty (implements interface Equalizer)

Instance Variables:

- int intValue

Default constructors:

- Empty ()

Methods:

- boolean isEqual(Equalizer other)
- int value()
- String toString()
- void doubleTile

Class Name: Tiles (implements interface Equalizer)

Instance Variables:

- int intValue

Default constructors:

- Tiles ()

Methods:

- boolean isEqual(Equalizer other)
- int value()
- String toString()
- void doubleTile()