

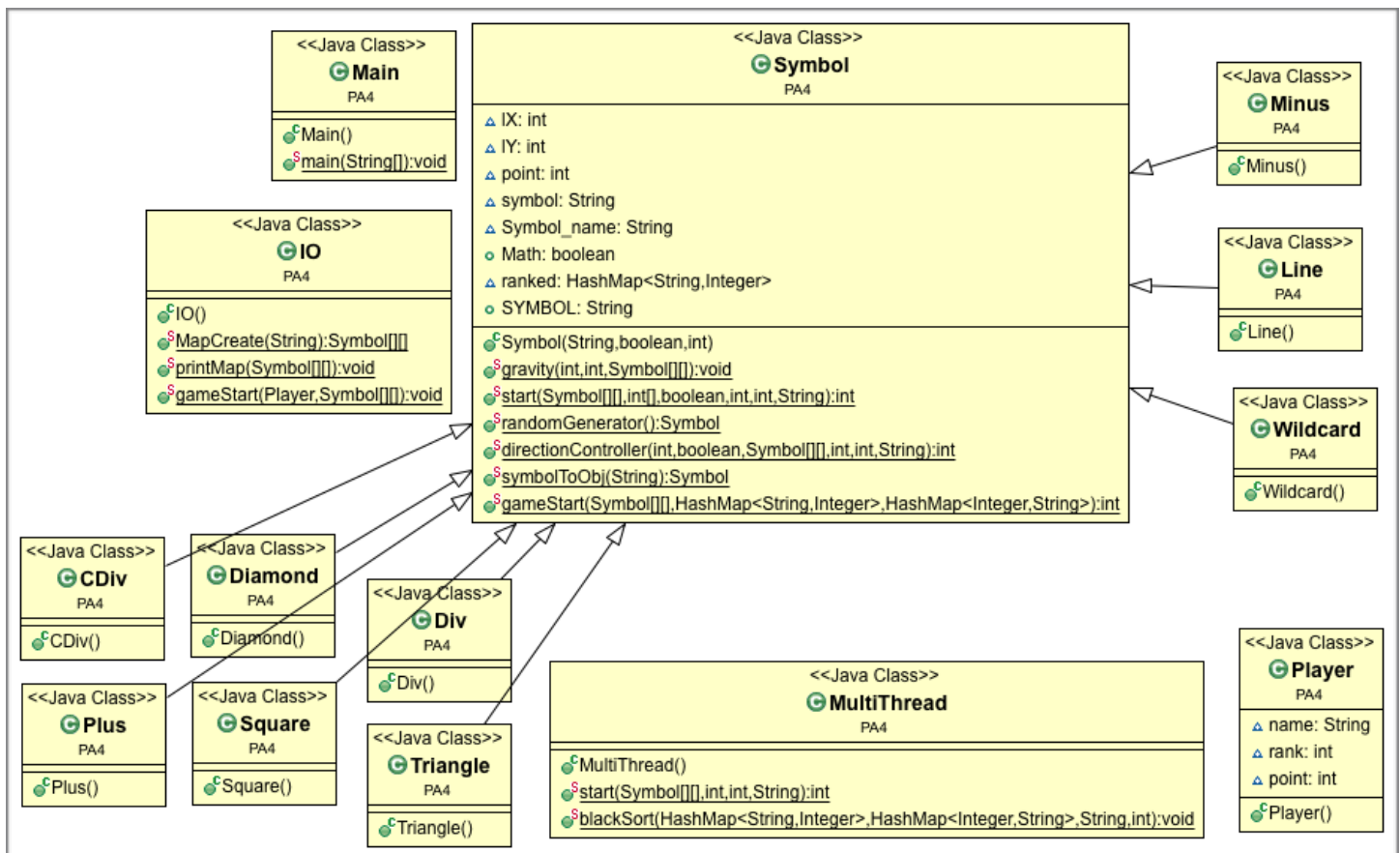
Assignment 4

Report

18 Mayıs 2018

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Experiment : Assignment 4
Subject : Abstract Classes & Interfaces
Data Due : 18.05.2018
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I have explained my code with Javadoc in my code"

For appending a new Jewel

Add it to Symbol.symbolToObject

Add it to Symbol.randomGenerator

Add it to MultiThread.start

Create a constructor in the new Jewel and override at the Symbol constructor

Thats all.

Explaining Of The Design

My all jewels are extending from sybmol class.

My data Structure

In my Main[][] map it is storing objects. All objects are in Symbol type.

All jewels are extending from Symbol class. They all override same constructor.

In constructor it will be assign all jewels individual data(String symbol,boolean Math,int point). Its; first upper char like "D", if it is math symbol or not, how much point it give.

In HashMap<String,Integer> ranked; i store players data(name,point).

My Alghoritm

Create map with IO.MapCreate

Create Hashmaps

Read leaderBoard.txt and add data to hashmap.

Print map using IO.printMap

Start the game using **Symbol.gameStart**

If test_case.txt exists read each line for execution

Else read from keyboard for execution

Execution

If input is "E";

write new player to leaderboard.txt

Output the rank and compare etc. Using **MultiThread.blackSort**

it will find the rank and the difference between nearest players.

print the result

add player to hashmap

Else

start the frontStart using **MultiThred.start**

determine which object is it

then start the game using **Symbol.start**

for each direction control it using **directionController**

if the Controlling will be applying about type look to type

if the Controlling will be applying about firstCaseLetter look to it

if found apply **gravity** to that locations and give points for each

delete the location given and shift from up to down to that location and -

give point and assign random jewels to the top using **randomGenerator**

Print the total point and the map continue it while input is not "E";