Main Class calls BeJewwled class. BeJewweled class has command method. It gets all
commands from txt file and proccesing them.It does action

by using GameGrid class. Send x
and y cordinate to GameGrid class . When All commands
end, ExitCommand() method runs
and all of data are written to monitoring txt file.
GameGrid class initially is setting jewwels.
Then, get data from gamegrid.txt file and store them in
matrix. Whenever gets data from
matrix through applycordinate method, it performs action
depends on jewwel type. if
jewwel exist it sends data to FindTriple class for
searching if triple exists. FindTriple class has
load of methods. It is performing action up to triple
type so it works effiecently. It has a lot
of contol for each of jewwel types.If triple exist it
calls remove jewwel method. and all
jewwels are in triple are removed one by one. Then
monitoring gamegrid list and score.
Another class is jewwel. Jewwel is absract class. Each of
element has class on the page of
Jewwel class. Jewwel class stores nama and point of
jewwels. Person and
PersonComparator class were created in order to compare
persons associated with their
points. They implements Comparator<Person>.