<<Abstract>>

- + triples(int x , int y , Matrix matrix):ArrayList<ArrayList<Jewel>>
- + getScore(): int

Diamond

- score: int
- + triples(int x , int y , Matrix matrix):ArrayList<ArrayList<Jewel>>
- + getScore(): int
- + setScore(): void
- + toString(): String

Triangle

- score: int
- + triples(int x , int y , Matrix matrix):ArrayList<ArrayList<Jewel>>
- + getScore(): int
- + setScore(): void
- + toString(): String

Square

- score: int
- + triples(int x , int y , Matrix matrix):ArrayList<ArrayList<Jewel>>
- + getScore(): int
- + setScore(): void
- + toString(): String

Wildcard

- score: int
- + triples(int x , int y , Matrix matrix):ArrayList<ArrayList<Jewel>>
- + getScore(): int
- + setScore(): void
- + toString(): String

Space

- score: int
- + triples(int x , int y , Matrix matrix):ArrayList<ArrayList<Jewel>>
- + getScore(): int
- + toString(): String

Symbols

- + triples(int x , int y , Matrix matrix):ArrayList<ArrayList<Jewel>>
- + getScore() : int

Plus

- score: int
- + triples(int x , int y , Matrix matrix):ArrayList<ArrayList<Jewe
- + getScore(): int
- + setScore(): void
- + toString(): String

Minus

- score: int
- + triples(int x , int y , Matrix matrix):ArrayList<ArrayList<Jewe
- + getScore(): int
- + setScore(): void
- + toString(): String

Slash

- score: int
- + triples(int x , int y , Matrix matrix):ArrayList<ArrayList<Jewe
- + getScore(): int
- + setScore(): void
- + toString(): String

Backslash

- score: int
- + triples(int x , int y , Matrix matrix):ArrayList<ArrayList<Jewe
- + getScore(): int
- + setScore(): void
- + toString(): String

Stick

- score: int
- + triples(int x , int y , Matrix matrix):ArrayList<ArrayList<Jewe
- + getScore(): int
- + setScore(): void
- + toString(): String

-name: String -score: int + getScore(): void + getName(): String + setScore(): void + compareTo(Person): int

Matrix

- line : ArrayList < ArrayList < Jewel>> line
- +tempPoint: int
- +Point: int
- + board(File file):ArrayList <ArrayList<Jewel>>
- + getLine(): ArrayList < ArrayList < Jewel>>
- + printMatrix(): StringBuilder
- + toString(): String
- + scroll(ArrayList<ArrayList<Jewel>> list):ArrayList<ArrayList<Jewel>>

Main

main(Strin[]): void

First, I created abstract Jewel class. Then I created Diamond, Triangle, Square, Wildcard, Space and Symbols classes extends from Jewel class. Then, I created subclasses from Symbols for mathematic symbols. After that, I created Matrix class for game grid. I created jewel objects for every element in game grid using Polymorphism. I created abstarct triples method in Jewel, then I overrided that method in other classes. If there is a match in game grid I changed matching jewel with space objects. I also created Person class that implements Comparable interface. Finally in Main class I arranged writing in file processes.