



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 abstract 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.