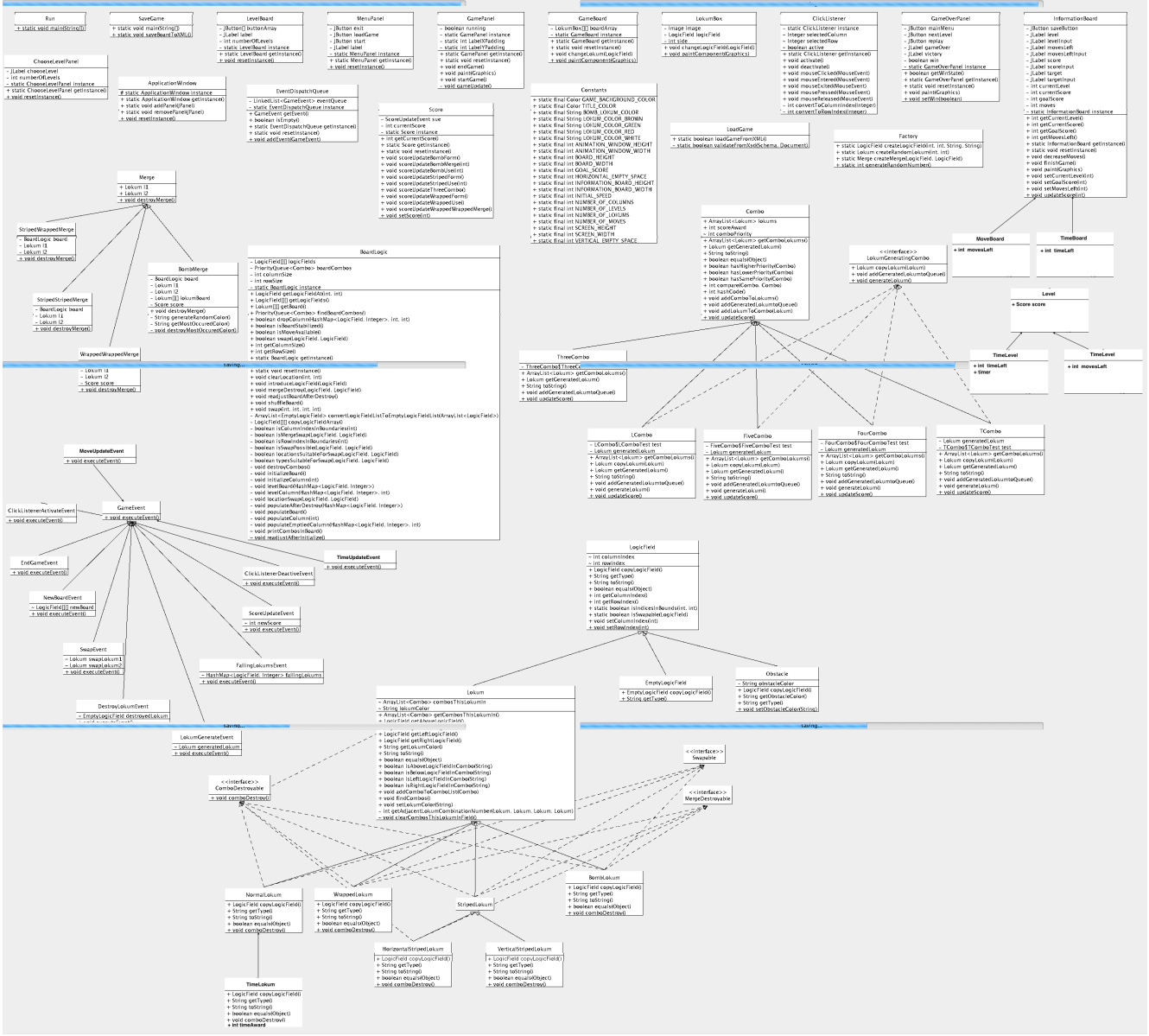
Run
+ static void mainString()
SaveGame
+ static void mainString()
+ static void saveBoardTxtWri()
LevelBoard
- JButton[] buttonArray
- JLabel label
- int numberOfLevels
- static LevelBoard instance
+ static LevelBoard getInstance()
+ void resetInstance()
MenuPanel
- JButton exit
- JButton loadGame
- JButton start
- JLabel label
- static MenuPanel instance
+ static MenuPanel getInstance()
+ void resetInstance()
GamePanel
- boolean running
- static GamePanel instance
- static int LabelXPadding
- static int LabelYPadding
+ static GamePanel getInstance()
+ static void resetInstance()
+ void endGame()
+ void paint(Graphics)
+ void startGame()
- void gameUpdate()
GameBoard
- LokumBox[][] boardArray
- static GameBoard instance
+ static GameBoard getInstance()
+ static void resetInstance()
+ void changeLokum(LogicField)
+ void paint(Component(Graphics))
LokumBox
- Image image
- LogicField logicField
- int side
+ void changeLogicField(LogicField)
+ void paint(Component(Graphics))
ClickListener
- static ClickListener instance
- Integer selectedColumn
- Integer selectedRow
- boolean active
+ static ClickListener getInstance()
+ void activate()
+ void deactivate()
+ void mouseClicked(MouseEvent)
+ void mouseEntered(MouseEvent)
+ void mouseExited(MouseEvent)
+ void mousePressed(MouseEvent)
+ void mouseReleased(MouseEvent)
- int convertToColumnIndex(Integer)
- int convertToRowIndex(Integer)
GameOverPanel
- JButton mainMenu
- JButton nextLevel
- JButton replay
- JLabel gameOver
- JLabel victory
- boolean win
- static GameOverPanel instance
+ boolean getWinState()
+ static GameOverPanel getInstance()
+ static void resetInstance()
+ void paint(Graphics)
+ void setWin(boolean)
InformationBoard
- JButton saveButton
- JLabel level
- JLabel levelInput
- JLabel movesLeft
- JLabel movesLeftInput
- JLabel score
- JLabel scoreInput
- JLabel target
- JLabel targetInput
- int currentLevel
- int currentScore
- int goalScore
- int moves
- static InformationBoard instance
+ int getCurrentLevel()
+ int getCurrentScore()
+ int getGoalScore()
+ int getMovesLeft()
+ static InformationBoard getInstance()
+ static void resetInstance()
+ void decreaseMoves()
+ void finishGame()
+ void paint(Graphics)
+ void setCurrentLevel(int)
+ void setGoalScore(int)
+ void setMovesLeft(int)
+ void updateScore(int)
ChooseLevelPanel
- JLabel chooseLevel
- int numberOfLevels
- static ChooseLevelPanel instance
+ static ChooseLevelPanel getInstance()
+ void resetInstance()
ApplicationWindow
static ApplicationWindow instance
+ static ApplicationWindow getInstance()
+ static void addPanel(JPanel)
+ static void removePanel(JPanel)
+ void resetInstance()
EventDispatchQueue
- LinkedList<GameEvent> eventQueue
- static EventDispatchQueue instance
+ GameEvent getEvent()
+ boolean isEmpty()
+ static EventDispatchQueue getInstance()
+ static void resetInstance()
+ void addEventToGameEvent()
Score
- ScoreUpdateEvent sue
- int currentScore
- static Score instance
+ int getCurrentScore()
+ static Score getInstance()
+ static void resetInstance()
+ void scoreUpdateBombForm()
+ void scoreUpdateBombMerge()
+ void scoreUpdateBombUsed()
+ void scoreUpdateStripedForm()
+ void scoreUpdateStripedUsed()
+ void scoreUpdateThreeCombo()
+ void scoreUpdateWrappedForm()
+ void scoreUpdateWrappedUsed()
+ void scoreUpdateWrappedWrappedMerge()
+ void setScore(int)
Constants
+ static final Color GAME_BACKGROUND_COLOR
+ static final Color TITLE_COLOR
+ static final String BOMB_LOKUM_COLOR
+ static final String LOKUM_COLOR_BROWN
+ static final String LOKUM_COLOR_GREEN
+ static final String LOKUM_COLOR_RED
+ static final String LOKUM_COLOR_WHITE
+ static final int ANIMATION_WINDOW_HEIGHT
+ static final int ANIMATION_WINDOW_WIDTH
+ static final int BOARD_HEIGHT
+ static final int BOARD_WIDTH
+ static final int GOAL_SCORE
+ static final int HORIZONTAL_EMPTY_SPACE
+ static final int INFORMATION_BOARD_HEIGHT
+ static final int INFORMATION_BOARD_WIDTH
+ static final int INITIAL_SPEED
+ static final int NUMBER_OF_COLUMNS
+ static final int NUMBER_OF_LEVELS
+ static final int NUMBER_OF_LOKUMS
+ static final int NUMBER_OF_MOVES
+ static final int SCREEN_HEIGHT
+ static final int SCREEN_WIDTH
+ static final int VERTICAL_EMPTY_SPACE
LoadGame
+ static boolean loadGameFromXML()
- static boolean validateFromXsdSchema. Document)
Factory
+ static LogicField createLogicField(int. Int. String. String)
+ static Lokum createRandomLokum(int. Int)
+ static Merge createMergeLogicField. LogicField)
+ static int generateRandomNumber()
Merge
+ Lokum l1
+ Lokum l2
+ void destroyMerge()
StripedWrappedMerge
- BoardLogic board
- Lokum l1
- Lokum l2
+ void destroyMerge()
StripedStripedMerge
- BoardLogic board
- Lokum l1
- Lokum l2
+ void destroyMerge()
BombMerge
- BoardLogic board
- Lokum l1
- Lokum l2
- Lokum[][] lokumBoard
- Score score
+ void destroyMerge()
- String generateRandomColor()
- String getMostOccuredColor()
- void destroyMostOccuredColor()
WrappedWrappedMerge
- Lokum l1
- Lokum l2
- Score score
+ void destroyMerge()
BoardLogic
- LogicField[][] logicFields
- PriorityQueue<Combo> boardCombos
- int columnSize
- int rowSize
- static BoardLogic instance
+ LogicField getLogicFieldAt(int. int)
+ LogicField[][] getLogicFields()
+ Lokum[][] getBoard()
+ PriorityQueue<Combo> findBoardCombos()
+ boolean dropColumnHashMap<LogicField. Integer>. int. int)
+ boolean isBoardStable()
+ boolean isMoveAvailable()
+ boolean swapLogicField. LogicField)
+ int getColumnSize()
+ int getRowSize()
+ static BoardLogic getInstance()
+ static void resetInstance()
+ void clearLocation(int. int)
+ void introduceLogicField(LogicField)
+ void mergeDestroyLogicField. LogicField)
+ void readJustBoardAfterDestroy()
+ void shuffleBoard()
+ void swap(int. int. int. int)
- ArrayList<EmptyLogicField> convertLogicFieldListToEmptyLogicFieldListArrayList<LogicField>>
- LogicField[][] copyLogicFieldArray()
- boolean isColumnIndexInBoundaries(int)
- boolean isMergeSwapLogicField. LogicField)
- boolean isRowIndexInBoundaries(int)
- boolean isSwapPossible(LogicField. LogicField)
- boolean locationSuitableForSwap(LogicField. LogicField)
- boolean typesSuitableForSwap(LogicField. LogicField)
- void destroyCombos()
- void initializeBoard()
- void initializeColumn(int)
- void levelBoardHashMap<LogicField. Integer>)
- void levelColumnHashMap<LogicField. Integer>. int)
- void locationSwap(LogicField. LogicField)
- void populateAfterDestroyHashMap<LogicField. Integer>)
- void populateBoard()
- void populateColumn(int)
- void populateEmptiedColumn(HashMap<LogicField. Integer>. int)
- void printComboInBoard()
- void readJustAfterInitialize()
Combo
+ ArrayList<Lokum> lokums
+ int scoreAward
- int comboPriority
+ ArrayList<Lokum> getComboLokums()
+ Lokum getGeneratedLokum()
+ String toString()
+ boolean equalsObject()
+ boolean hasHigherPriority(Combo)
+ boolean hasLowerPriority(Combo)
+ boolean hasSamePriority(Combo)
+ int compareTo(Combo. Combo)
+ int hashCode()
+ void addComboToLokums()
+ void addGeneratedLokumToQueue()
+ void addLokumToCombo(Lokum)
+ void updateScore()
<<interface>>
LokumGeneratingCombo
+ Lokum copyLokum(Lokum)
+ void addGeneratedLokumToQueue()
+ void generateLokum()
MoveBoard
+ int movesLeft
TimeBoard
+ int timeLeft
Level
+ Score score
ThreeCombo
- ThreeComboSThreeC
+ ArrayList<Lokum> getComboLokums()
+ Lokum getGeneratedLokum()
+ String toString()
+ void addGeneratedLokumToQueue()
+ void updateScore()
TimeLevel
+ int timeLeft
+ timer
TimeLevel
+ int movesLeft
LCombo
- LComboSLComboTest test
- Lokum generatedLokum
+ ArrayList<Lokum> getComboLokums()
+ Lokum copyLokum(Lokum)
+ Lokum getGeneratedLokum()
+ String toString()
+ void addGeneratedLokumToQueue()
+ void generateLokum()
+ void updateScore()
FiveCombo
- FiveComboSFiveComboTest test
- Lokum generatedLokum
+ ArrayList<Lokum> getComboLokums()
+ Lokum copyLokum(Lokum)
+ Lokum getGeneratedLokum()
+ String toString()
+ void addGeneratedLokumToQueue()
+ void generateLokum()
+ void updateScore()
FourCombo
- FourComboSFourComboTest test
- Lokum generatedLokum
+ ArrayList<Lokum> getComboLokums()
+ Lokum copyLokum(Lokum)
+ Lokum getGeneratedLokum()
+ String toString()
+ void addGeneratedLokumToQueue()
+ void generateLokum()
+ void updateScore()
TCombo
- Lokum generatedLokum
- TComboSTComboTest test
+ ArrayList<Lokum> getComboLokums()
+ Lokum copyLokum(Lokum)
+ Lokum getGeneratedLokum()
+ String toString()
+ void addGeneratedLokumToQueue()
+ void generateLokum()
+ void updateScore()
saving...
MoveUpdateEvent
+ void executeEvent()
ClickListenerActivateEvent
+ void executeEvent()
GameEvent
+ void executeEvent()
EndGameEvent
+ void executeEvent()
NewBoardEvent
- LogicField[][] newBoard
+ void executeEvent()
SwapEvent
- Lokum swapLokum1
- Lokum swapLokum2
+ void executeEvent()
DestroyLokumEvent
- EmptyLogicField destroyedLokum
TimeUpdateEvent
+ void executeEvent()
ClickListenerDeactivateEvent
+ void executeEvent()
ScoreUpdateEvent
- int newScore
+ void executeEvent()
FallingLokumsEvent
- HashMap<LogicField. Integer>. FallingLokums
+ void executeEvent()
LogicField
- int columnIndex
- int rowIndex
+ LogicField copy(LogicField)
+ String getType()
+ String toString()
+ boolean equalsObject()
+ int getColumnIndex()
+ int getRowIndex()
+ static boolean isIndicesInBoundsInt. int)
+ static boolean isSwapableLogicField)
+ void setColumnIndex(int)
+ void setRowIndex(int)
EmptyLogicField
+ EmptyLogicField copy(LogicField)
+ String getType()
Obstacle
- String obstacleColor
+ LogicField copy(LogicField)
+ String getObstacleColor()
+ String getType()
+ void setObstacleColorString()
saving...
Lokum
- ArrayList<Combo> combosThisLokumIn
- String lokumColor
+ ArrayList<Combo> getCombosThisLokumIn()
+ LogicField getKnownLogicField()
+ LogicField getLeftLogicField()
+ LogicField getRightLogicField()
+ String getLokumColor()
+ String toString()
+ boolean equalsObject()
+ boolean isAboveLogicFieldInComboString)
+ boolean isBelowLogicFieldInComboString)
+ boolean isLeftLogicFieldInComboString)
+ boolean isRightLogicFieldInComboString)
+ void addComboToCombo(ListCombo)
+ void findCombos()
+ void setLokumColorString()
- int getAdjacentLokumCombinationNumber(Lokum. Lokum. Lokum. Lokum)
- void clearCombosThisLokumInField()
LokumGenerateEvent
- Lokum generatedLokum
+ void executeEvent()
<<interface>>
ComboDestroyable
+ void comboDestroy()
<<interface>>
Swapable
<<interface>>
MergeDestroyable
NormalLokum
+ LogicField copyLogicField()
+ String getType()
+ String toString()
+ boolean equalsObject()
+ void comboDestroy()
WrappedLokum
+ LogicField copyLogicField()
+ String getType()
+ String toString()
+ boolean equalsObject()
+ void comboDestroy()
StripedLokum
BombLokum
+ LogicField copyLogicField()
+ String getType()
+ String toString()
+ boolean equalsObject()
+ void comboDestroy()
HorizontalStripedLokum
+ LogicField copyLogicField()
+ String getType()
+ String toString()
+ boolean equalsObject()
+ void comboDestroy()
VerticalStripedLokum
+ LogicField copyLogicField()
+ String getType()
+ String toString()
+ boolean equalsObject()
+ void comboDestroy()
TimeLokum
+ LogicField copyLogicField()
+ String getType()
+ String toString()
+ boolean equalsObject()
+ void comboDestroy()
+ int timeAward