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COMPUTER SCIENCE

ASSIGNMENT 3 REPORT

Firstly I read "commands.txt", and "gameGrid.txt" and put them in ArrayList, and list them by the "Read" class. And also I created a "Player" class for each player in "leaderboard.txt" After that, I created "Shape", and "Jewels" abstract classes. Because I don't want to create an object by using these classes and also I could use them for creating common methods, but I didn't need to. After that, I create the "ICheck" interface and "CheckDiagonal", "CheckHorizontal", "CheckJoker", and "CheckVertical" classes that are implemented by "ICheck". Then I created the "CheckInterface" class for using "ICheck". I send "ICheck" types in itself. Because I wanted to think of it as a ruling class. If I changed the rule ("CheckJoker" etc.), the way I control would change. I mean Diamond would match horizontally etc. After that I checked commands in the "Game" class I got from the "Read" class. Then I checked the board if there is a match for jewels or math symbols. After the matching process, I slid down the board in the "SlideDown" class. Then I wrote the whole thing in "Write" class.

