

I used the Jewel class as an abstract class. Diamond, Square, Triangle and Wildcard classes extended Jewel so the every object I created from the grid was a Jewel. This was using the Wildcards feature got easier. I also wrote a class that extends Jewel for spaces that I deleted. Each object got a getName method and I used that while printing the game grid. The Checker class contains a method to check if the selected coordinate has a match or not and pops them if there is one. After that the Slider class works and slides the game grid. Print methods take score as a parameter and print different based on the state of the game.

