



In this assignment, I code a jewel game by using a base symbol class, a game class to control game , a matrix control class to control matrix and a player class.

First I create Symbol class which is an abstract class because it is a function as a base for subclasses.

Then I create Character and MathSymbols classes which extends Symbol because their behaviour different a little bit. Then I create subclasses for every jewel. Every jewel has a search and move method to find possible matches and pop the jewels.

In game class, firstly I create the matrix by using arraylist and arrays. Every element is a jewel object. In this way I can easily add new jewel or change jewels methods. Then I read command file and call search method to find matches and call gravity and viewmatrix methods which is in MatrixControl class to print matrix in every loop. When the game ends rank method is running. In rank method I create an object for every player and store them in an ArrayList. It finds players rank by using binarySearch method.