

```
1 void startGameOnePlayer() {
2     player.start();
3 }
```

```
1 Player(win): Monitor(win);
```

```
1 void start()
2     while(true)
3         if (moveProcessing())
4             clock.reset();
5         else if (clock.isOver())
6             if (cur.moveDown(map))
7                 clock.reset();
8         else
9             infor.addBlock();
10            infor.addLine(cur.put(map))
11            delete cur;
12            cur = updateNext();
13
14 bool moveProcessing()
15     s -> cur.moveDown(map);...
```

