

Tetris Game Code (React + TypeScript)

```
"use client"
```

```
import { useState, useEffect, useCallback, useRef } from "react"
```

```
import { Button } from "@/components/ui/button"
```

```
import { useToast } from "@/hooks/use-toast"
```

```
import { ArrowDown, ArrowLeft, ArrowRight, RotateCw, Pause, Play } from "lucide-react"
```

```
import { useMobile } from "@/hooks/use-mobile"
```

```
...
```