***21***

***20***

***19***

***18***

***17***

***16***

***15***

***14***

***13***

***12***

***11***

***10***

***9***

***8***

***7***

***6***

***5***

***4***

**-**

**-**

**-**

**-**

**-**

**-**

**-**

**+**

**+**

**+**

**+**

**+**

**+**

**+**

**+**

canMove  
(MOVE\_DOWN)

$key==0x20

$key==0x104

$key==0x103

$key==0x102

showMove(MOVE\_LEFT)

showMove(MOVE\_RIGHT)

showMove(MOVE\_DOWN)

showMove(ROTATE\_RIGHT)

$key==0x101

Tetris::UI::  
inputPending(5)

Конец

While0()

While()

addFigure; last;

last;

1

3

2

3

2

fall

1

showMove(ROTATE\_LEFT)

my $key=Tetris  
::UI::getKey();

Начало

While()

While0()

***2***

***3***

***1***