# Class Tetromino

java.lang.Object
tetris.Tetromino

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public class Tetromino extends Object
Class for Tetromino blocks

## Constructor Summary

Constructors
Constructor
Description
`Tetromino()`

## Method Summary

All Methods | Instance Methods | Concrete Methods

Modifier and Type
Method
Description

`boolean`
`boslukSilme()`
Moves the tetromino piece to the lower left corner of its own matrix.(4*4)

`char[][]`
`getBlock()`
getter for block

`char`
`getBlock_letter()`
getter for block_letter

`int`
`getShift_down()`
Allows us to access the shift_right variable.

`int`
`getShift_right()`
Allows us to access the shift_right variable.

`void`
`rotate(char dir)`
Rotates the tetromino block randomly

`void`
`set_shift_right(int shift_right)`
Sets the shift_right value

`void`
`setData(char block_type)`
Changes the block according to the block_type

`void`
`setShift_down(int shift_down)`

Sets the shift_down value

### Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

# Constructor Details

## Tetromino

public Tetromino()

# Method Details

## getBlock_letter

public char getBlock_letter()
getter for block_letter

Returns:
block_letter

## setData

public void setData(char block_type)
Changes the block according to the block_type

Parameters:
`block_type` - type of the tetromino block

## set_shift_right

public void set_shift_right(int shift_right)
Sets the shift_right value

## getShift_right

public int getShift_right()
Allows us to access the shift_right variable.

## setShift_down

public void setShift_down(int shift_down)
Sets the shift_down value

## getShift_down

public int getShift_down()
Allows us to access the shift_right variable.

## boslukSilme

public boolean boslukSilme()
Moves the tetromino piece to the lower left corner of its own matrix.(4*4)

## rotate

public void rotate(char dir)
Rotates the tetromino block randomly

## getBlock

public char[][] getBlock()
getter for block

Returns:
block as a char matrix