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Package [tetris](#)

Class Tetris

[java.lang.Object](#)
tetris.Tetris

public class Tetris extends [Object](#)
This is the main class that holds the tetris board and the tetromino object.

• Field Summary

Fields
Modifier and Type
Field
Description
static boolean
flagGameOver
static boolean
flagGameStart

• Constructor Summary

Constructors
Constructor
Description
Tetris (int row, int column)

• Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type		
Method		
Description		
boolean		
cakisma_kontrol (int shift_right, int shift_down)		
This function checks if the tetromino object collides with the board or another tetromino object.		
boolean		
clear_line ()		
Clears the last line if the line is full		
void		
final_merge ()		
f This function turns the x's in the board to the block letter.		
void		
game ()		
Starts the game loop		
void		

[move_down\(\)](#)

This function moves the tetromino object down.

void

[move_left\(\)](#)

Moves the tetromino object to the left.

void

[move_right\(\)](#)

Moves the tetromino object to the right.

void

[print_board\(\)](#)

This is the function that prints the board in the terminal.

void

[rotate\(char dir\)](#)

Rotates the last Tetromino in the Tetris board

void

[set_last_block\(char block_type\)](#)

Sets the tetromino object in the Tetris object to the given block type.

int

[upper_space_count\(\)](#)

Counts the number of spaces in the upper part of the tetromino object.

Methods inherited from class [java.lang.Object](#)

[clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

• Field Details

- **flagGameOver**

public static boolean flagGameOver

- **flagGameStart**

public static boolean flagGameStart

• Constructor Details

- **Tetris**

public Tetris(int row, int column)

• Method Details

- **upper_space_count**

public int upper_space_count()

Counts the number of spaces in the upper part of the tetromino object.

- **print_board**

public void print_board()

This is the function that prints the board in the terminal.

- **set_last_block**

public void set_last_block(char block_type)

Sets the tetromino object in the Tetris object to the given block type.

- **move_right**

public void move_right()

Moves the tetromino object to the right. if the tetromino object can not fit in the board, the game is over.

- **move_left**

public void move_left()

Moves the tetromino object to the left. if the tetromino object can not fit in the board, the game is over.

- **move_down**

public void move_down()

This function moves the tetromino object down.

- **cakisma_kontrol**

public boolean cakisma_kontrol(int shift_right, int shift_down)

This function checks if the tetromino object collides with the board or another tetromino object.

- **final_merge**

public void final_merge()

f This function turns the x's in the board to the block letter.

- **clear_line**

public boolean clear_line()

Clears the last line if the line is full

- **game**

public void game()

Starts the game loop

- **rotate**

public void rotate(char dir)

Rotates the last Tetromino in the Tetris board