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## B

[boslukSilme\(\)](#) - Method in class tetris.[Tetromino](#)

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

## C

[cakisma\\_kontrol\(int, int\)](#) - Method in class tetris.[Tetris](#)

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

[clear\\_line\(\)](#) - Method in class tetris.[Tetris](#)

Clears the last line if the line is full

## D

[draw\(char\[\]\[\]\)](#) - Method in class tetris.[Window](#)

Draws the game grid on the window

[Driver1](#) - Class in [tetris](#)

Tests the functions by user input and runs the game function to start the Tetris game.

[Driver1\(\)](#) - Constructor for class tetris.[Driver1](#)

## F

[final\\_merge\(\)](#) - Method in class tetris.[Tetris](#)

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

[flagGameOver](#) - Static variable in class tetris.[Tetris](#)

[flagGameStart](#) - Static variable in class tetris.[Tetris](#)

## G

[game\(\)](#) - Method in class tetris.[Tetris](#)

Starts the game loop

[getBlock\(\)](#) - Method in class tetris.[Tetromino](#)

getter for block

[getBlock\\_letter\(\)](#) - Method in class tetris.[Tetromino](#)

getter for block\_letter

[getShift\\_down\(\)](#) - Method in class tetris.[Tetromino](#)

Allows us to access the shift\_right variable.

[getShift\\_right\(\)](#) - Method in class tetris.[Tetromino](#)

Allows us to access the shift\_right variable.

## M

[main\(String\[\]\)](#) - Static method in class tetris.[Driver1](#)

[move\\_down\(\)](#) - Method in class tetris.[Tetris](#)

This function moves the tetromino object down.

[move\\_left\(\)](#) - Method in class tetris.[Tetris](#)

Moves the tetromino object to the left.

[move\\_right\(\)](#) - Method in class tetris.[Tetris](#)

Moves the tetromino object to the right.

## P

[print\\_board\(\)](#) - Method in class tetris.[Tetris](#)

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

## R

[rotate\(char\)](#) - Method in class tetris.[Tetris](#)

Rotates the last Tetromino in the Tetris board

[rotate\(char\)](#) - Method in class tetris.[Tetromino](#)

Rotates the tetromino block randomly

## S

[set\\_last\\_block\(char\)](#) - Method in class tetris.[Tetris](#)

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

[set\\_shift\\_right\(int\)](#) - Method in class tetris.[Tetromino](#)

Sets the shift\_right value

[setData\(char\)](#) - Method in class tetris.[Tetromino](#)

Changes the block according to the block\_type

[setShift\\_down\(int\)](#) - Method in class tetris.[Tetromino](#)

Sets the shift\_down value

## T

[tetris](#) - package tetris

[Tetris](#) - Class in [tetris](#)

This is the main class that holds the tetris board and the tetromino object.

[Tetris\(int, int\)](#) - Constructor for class tetris.[Tetris](#)

[tetrisObj](#) - Static variable in class tetris.[Driver1](#)

[Tetromino](#) - Class in [tetris](#)

Class for Tetromino blocks

[Tetromino\(\)](#) - Constructor for class tetris.[Tetromino](#)

## U

[upper\\_space\\_count\(\)](#) - Method in class tetris.[Tetris](#)

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

## W

[Window](#) - Class in [tetris](#)

Creates the window that the game will be played on.

[Window\(\)](#) - Constructor for class tetris.[Window](#)

Game window constructor

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