Model::Main

Game

+jframe: JFrame
-mainPanel: JPanel
+game: JPanel
+stats: JPanel
-board[][]: JButton
-score: JTextField

«create»+Game()
+repaint(): void
+getGame(): JPanel

GameOverFrame

-jframe: JFrame
-mainPanel: JPanel
-finalScore: JTextField
-username: JTextField

«create»+GameOverFrame()

Login

+jframe: JFrame
-mainPanel: JPanel
-ok: JButton
+username: String
+userScore: int
+user: JTextFiled
+start: boolean

«create»+Login()

Shape

+forme[][]: int

+initShape(): void

LineShape

«create»+LineShape()

SquareShape

«create»+squareShape()

LShape

«create»+LShape()

ZShape

«create»+ZShape()

+0   *

ButtonListener

+actionPerformed(e: ActionEvent): void

ActionListener

Main

+matrice[][]: int
+row: int
+col: int
+stoped: boolean
+gameOver: boolean
+programExited: boolean
+score: int
+randomNB: Random
+number: int
-shapeObj: Shape
-timer: Timer
-task: TimerTask

+run(): void
+start(game: Game): void
+newShape(shapeObj: Shape): void
+main(args[]: String): void

Move

+init(): void
+afis(): void
+stopCond(): boolean
+moveLine(l1: int, c1: int): void
+moveColRight(l1: int, c1: int): void
+moveColLeft(l1: int, c1: int): void
+clearLine(l1: int, c1: int): void
+clearCol(l1: int, c1: int): void
+moveDown(): boolean
+moveRightCond(line: int, col: int): boolean
+moveLeftCond(line: int, col: int): boolean
+moveRight(): void
+moveLeft(): void
+stabilize(): void
+elimLine(line: int): void
+checkLine(): boolean
+adjust(): void
+shiftLineShapeCondition(): boolean
+shiftLineShape(): void
+shiftZShapeCondition(): boolean
+shiftZShape(): void
+shiftLShapeCondition(): boolean
+shiftLShape(): void
+shift(): void

ScoreFileReader

+alreadyExists: boolean
-scan: Scanner
-content: String
-newHighScore: String
-oldHighScore: String

+openFile(): void
+readFile(): void
+updateFile(): void

TetrisController

+game: Game

«create»+TetrisController()
+getGame(): Game
+keyPressed(e: KeyEvent): void
+keyReleased(e: KeyEvent): void
+keyTyped(e: KeyEvent): void

KeyListener

+1

+1