GameView # SDL_Renderer * renderer # SDL_Window * window

SDL_Window Window # SDL Texture * boardTexture

SDL_Texture * boardTileTexture

SDL_Texture * tetrominoTexture
SDL_Texture * tetrominoTile
Texture

TTF_Font * font

+ GameView(SDL_Window
*sharedWindow, SDL_Renderer
*sharedRenderer)
+ ~GameView()

+ void Draw(GameData data)

void DrawEntity(SDL
 _Texture *texture, SDL
 _Texture *tileTexture,
 SDL_Texture *backTexture,
 int tileSize, int *tiles,
 int x, int y, int h, int w)

void DrawBoard(GameData data)

(GameData data)
void DrawStats(GameData data)

void DrawTetromino

void DrawNextTetromino (GameData data)

MultiGameView

- TTF_Font * font
- + MultiGameView(SDL _Window *sharedWindow, SDL Renderer *sharedRende
- SDL_Renderer *sharedRenderer)
 + ~MultiGameView()
- + void Draw(GameData data)
- + void DrawWaitConnection()+ void DrawWaitStart()
 - + void DrawResults(GameData data)