GameView

SDL Renderer * renderer

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) # void DrawTetromino (GameData data)

void DrawStats(GameData data) # void DrawNextTetromino



TTF Font * font

+ MultiGameView(SDL

(GameData data)

Window *sharedWindow,

SDL Renderer *sharedRenderer) + ~MultiGameView()

+ void Draw(GameData

+ void DrawWaitConnection() + void DrawWaitStart()

data)

+ void DrawResults(GameData

data)