```
Entity
  # SDL Rect rect
  # int x
  # int y
  # int h
  # int w
 # SDL Color color
 # unsigned int * tiles
  + Entity(int x, int
     y, int w, int h)
  + Entity(int w, int h)
  + ~Entity()
  + SDL Rect * getRect()
  + unsigned int * getTiles()
  + int getX()
  + int getY()
  + int atPos(int x, int y)
          Tetromino
# int rotation
+ Tetromino(SDL Color
   color, std::array< unsigned
   int, 16 > \text{shape})
+ void moveDir(int dir)
+ void moveTo(int x,
```

int y)

+ virtual void rotateLeft()

+ void rotateLeftPad() + virtual void rotateRight()

+ SDL Color getColor()

+ int getRotation() + int atPos(int x, int y)

+ void rotateRightPad()

+ static Tetromino \* create(int type)

TetrominoO

+ TetrominoO() + virtual void rotateLeft() + virtual void rotateRight()