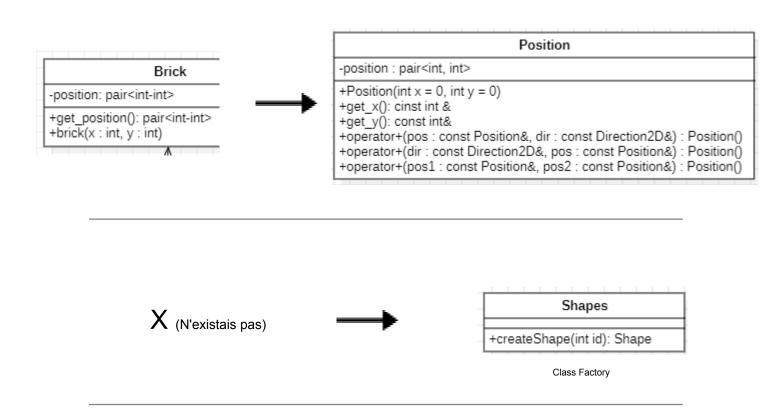
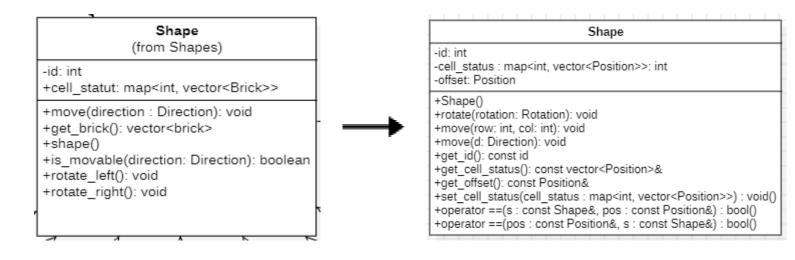
## Rapport DEV4: TETRIS (Console)

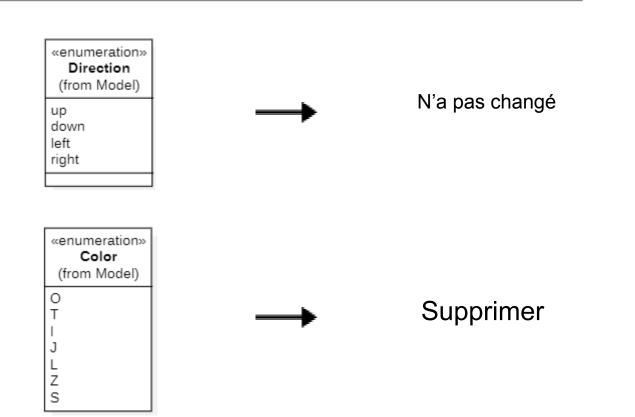
## • Changement depuis la modélisation à l'implémentation métier & console :



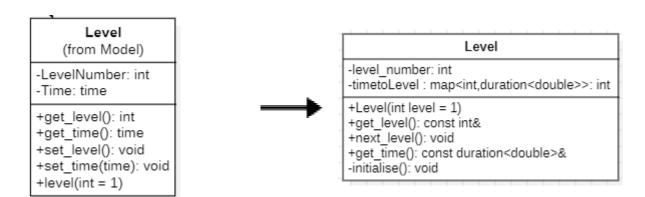


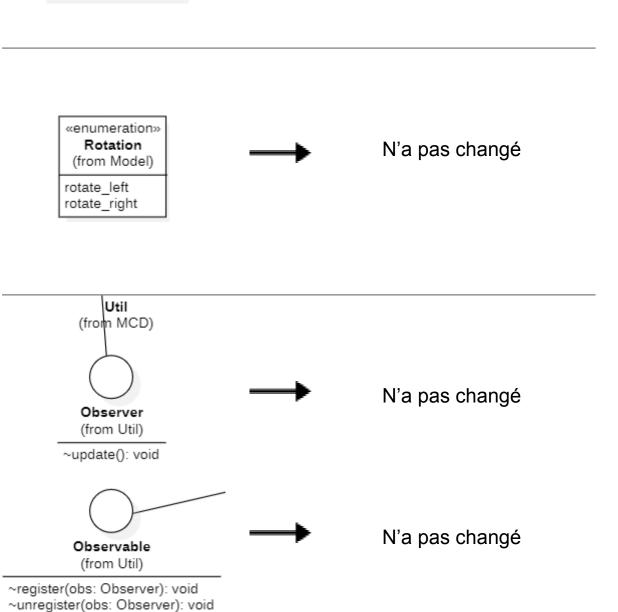
## Bag (from Model) -reorder() +bag() +get\_shape(): Shape +get\_bag\_size(): int Bag -cpt: int +Bag() +get\_shape(): const Shape& -reorder(): void

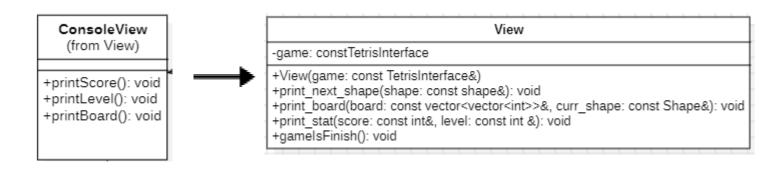
## Board Board (from Model) +board: vector<vector<int>> -row: int -board: tab [int][int] -col: int -height: int +Board() -width: int +Board(row: int, col: int) -curr\_shape: Shape +clear all row(): int +Board() +is\_cell\_empty(pos: Position&): bool +is\_out\_of\_board(pos: Position&): bool +Board(row: int, col: int) +set\_shape\_on\_board(shape: Shape&): void +clear\_rows(): int +get\_board\_row(): const int& -move line(nb row: int): void +get\_board\_col(): const int& -initialize(): void +get\_board(): const vector<vector<int>>& -is\_row\_full(row: int): boolean -move\_line(row: int): void +is cell empty(row: int, col: int): boolean -is\_row\_full(row: int): bool +print(): void -initialize(): void +set\_curr\_shape()

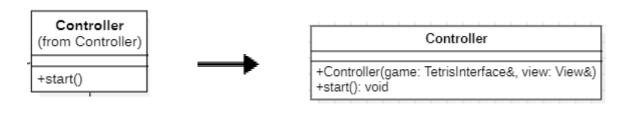


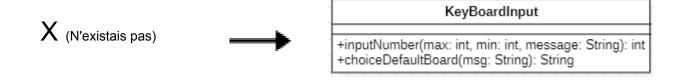
~notify(): void

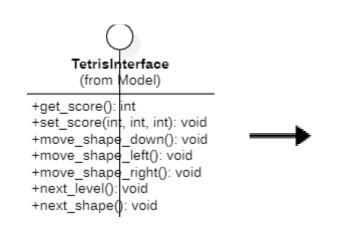


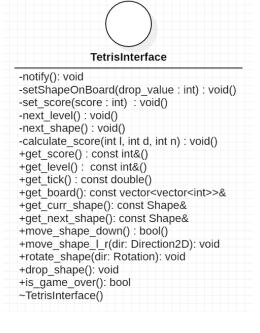












Game
(from Model)
-score: int
-next\_shape: Shape
+Game(int row = 20, int col = 10, int lvl = 1)
+generateRandomBoard(): void
-is\_movable(dir: Direction2D): bool
-rotation\_is\_possible(): bool