The main class that implements the main logic of the program is TetrisApp. According to the specification, it is the inheritor of BaseApp, which allows you to produce a graphical output of the program work, handle the keyboard and organize the main program cycle. After starting the program, the main functions of this class, overridden in TetrisApp, are UpdateF(float deltaTime) and KeyPressed (int btnCode). UpdateF is the main function of the program, which is called by the timer. Since it is the main, fastest timer in the program, we create our own timers inside it (in our program there is only one timer for the falling figure), the time of which is set based on the deltaTime parameter.

The KeyPressed method handles the keyboard.

The main subobjects of the TetrisApp class are the current falling figure (Figure obj) and the main playing field (int field[FIELD\_HEIGHT][FIELD\_WIDTH])