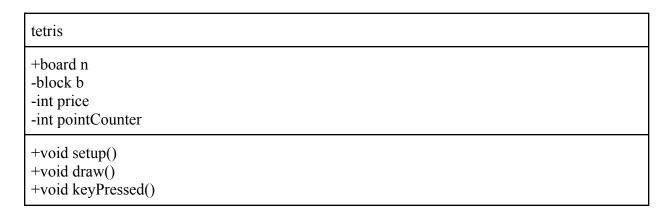
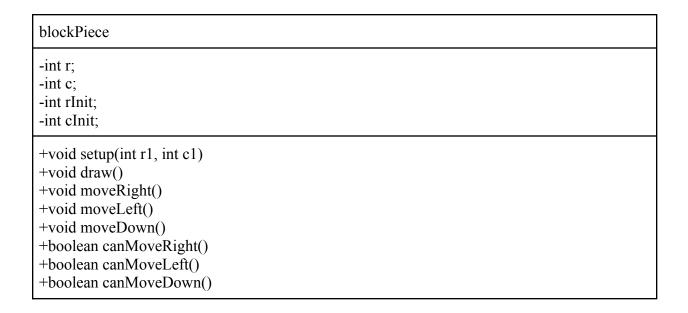
The tetris class is the driver that takes in the inputs, and makes a grid that represents the board. The board stores the position of the blocks which are made up of blockPieces.



board -int[][] board; -int r; -int c; +void setup(int r1, int c1) +void draw() +boolean rowFull(int row) +void removeRow(int row)



```
block (interface)
-int r;
-int c;
-int rInit;
-int cInit;
-blockPiece b1;
-blockPiece b2;
-blockPiece b3;
-blockPiece b4;
+void setup(int r1, int c1)
+void draw()
+void moveRight()
+void moveLeft()
+void moveDown()
+boolean canMoveRight()
+boolean canMoveLeft()
+boolean canMoveDown()
+void rotate()
```