

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.

tetris
+board n +Queue b -int price -int pointCounter
+void setup() +void draw() +void keyPressed()

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

blockPiece
<pre> -int r; -int c; -int rInit; -int cInit; </pre>
<pre> +void setup(int r1, int c1) +void draw() +void moveRight() +void moveLeft() +void moveDown() +boolean canMoveRight() +boolean canMoveLeft() +boolean canMoveDown() </pre>

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