Leaderboard

+Leaderboard File: Striing
+Sorter: TablerowSorter
+tm: Tablemodel

+Leaderboard()
+initTableData():void
+InitTableSorter():void
+SaveScoreTable():void
+AddPlayer():void
+

MainFrame

+SaveParameter:Playarea
+to:ThreadOne

+StartGame():void
+UpdateScore():void
+UpdateLevel():void
+muchosactionperformed():void

MainMenu

+p;boolean

+MainMenu():Void
+muchos actionperformed():Void

Proyectofinal

+mf: MainFrame
+lb: LeaderBoard
+mm:MainMenu

+Start()
+ShowLeaderboard():void
+ShowMainMenu():void
+GameOver():void
+playClear():void
+playGameOver():void
+playMainMenu():void
+playRotation():void
+playMovement():void
+playDown():void
+ playMusicGame():void
+playRacha():void
+PlayPause():void

Audio

+SoundsFolder:String
+ClearLinePath:String
+GameOverPath:String
+MainMenuPath:String
+RotatePath:String
+MovePath:String
+DownPath:String
+ScorePath:String
+ButtonPath:String
+ButtonPressPath:String
+Music1Path:String
+MoreScorePath:String
+LevelPath:String
+Track2Path:String
+Track3Path:String
+Track4Path:String

+Audio():void
+playClearLine():void
+playGameOver():void
+playmaintheme():void
+playRotation():void
+playPause():void
+playLevelUp():void
+playMorePoints():void
+playbuttonpressed():void
+playScore():void
+public void playDown():void
+playMovement():void

PlayArea

+tableRows:int
+tableColumns:int
+tablecellsize:int
+block:tetrisBlock
+BackgrounColor:Color
+Blocks:TetrisBLock

+PlayArea():void
+ResetBackgroundArray():void
+SpawnBlock():void
+BlockOutOfBounds(): Boolean
+BlockDown():Boolean
+moveBlockRight(): void
+moveBlockLeft():void
+moveBlockDown():void
+RotateBlock():void
+GridBotton();Boolena
+GridRight():Boolean
+GridLeft(): Booelan
+ClearLastLine(): Int
+ClearLine():void
+HaciaAbajo():void
+MoveBlockToBackgroud():void
+paintComponent():void
+DrawSquare():void

TetrisBlock

+Shape:int[][[
+color:Color
+i,j: int
+shapes:int [][][]
+currentrotaion:Int
+AvailableColor:Color

+TetrisBlock(shape:int)
+initshapes()
+rotateBack()
+Spawn()
+getshape():int
+getcolor(): Color
+getHeight():Int
+getWidth():int
+getI():int
+setI():void
+getJ():int
+setJ():Void
+rotate():void
+getBottom():int
+getLeftLimit():int
+getRightLimit():int

ThreadOne

+SaveParameter:Playarea
+gf:MainFrame
+score:int
+level:int
+ScorePerLevel:int
+Gamerunning():int
+SpeedPerLevel:int

+ThreadOne(save,gf:PlayArea.MainFrame)
+run():void
+