Main method (GATetris)

Make glass

Start/end/pause/new/next figure event handlers

Score

Context menu

Show Options, save settings/show about/show high score

Add to best players

Update size/resize

Draw preview

Draw borders

TetrisGrid(Glass):

Start timer

Make array of invalid squares

Events and key presses

Choose next figure

Make array of single squares and rectangles

Initialize new figure

Start new game / End / Pause

Update / switch level

Clear lines

Scroll

Refresh

New Game/Game over/Pause

Single square (filled, rectangle, color)

Draw

Figure (Angle, Direction, width, height, x, y, columns, rows, color)

Move

CanMove

Get indexes of single square objects the figure has currently occupied

CanDraw

Draw (also add figure to invalid because next move it will be erased)

Draw Preview

Clear Figure

Change angle