Gebze Technical University
Department of Computer Engineering
CSE 241/505
Object Oriented Programming
Fall 2021
Homework # 8
Optional Homework
Due date Jan 21st 2023
No late Submission for this homework
GUI in Java

In this homework, you will write a **`Tetris`** game in Java with a GUI. Your Java Tetris Game GUI will be as following

- It uses grid layout
- It uses JBottons for each cell.
- It uses standart Tetromino shapes
- It has Jbuttons for game reset, start, and end.

When the game starts your program will pick a Tetromino randomly, it will scroll down the piece and while the piece moves it lets the user move and rotate the piece. As usual, if there is a complete line, it just disappears.

Notes:
- Do not use anything that we did not learn in the lectures. Do not use any GUI editors, all the GUI components should be hand coded.
- Do not forget to provide JavaDoc documents. Submit your Javadoc produced PDF documents too.
- **<u>Submit screenshots of your HW in a separate PDF file.</u>**