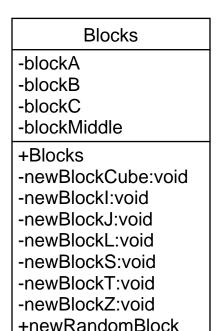
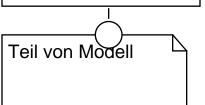
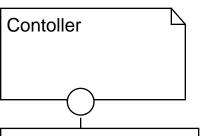
	Block
-x:int	
-y:int	
+X:int	
+Y:int	

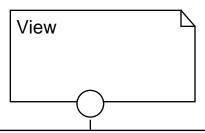






TetrisGame

- -block:Blocks
- -color:int
- -form:TetrisForm
- -gameFieldint[,]
- -ClearRows:void
- +doenByOne:void
- -IsGameOver:bool
- +moveLeft:void
- +moveRight:void
- +newBlock:void
- +nextTick:void
- +rotateBlock:void
- +TetrisGame
- -updateGameField:void



TetrisForm

- -buffer:Bitmap
- -bufferG:Graphics
- -buttonRestartGame:Button
- -components:IContainer
- -g:Graphics
- -game:TetrisGame
- -gameActive:bool
- -GameTimer:Timer
- -label1:Label
- -labelGameOver:Label
- -labelHighscore:Label
- -labelLogInfo:Label
- -labelScore:Label
- -panelGame:Panel
- -textBoxHighscore:TextBox
- -textBoxLoginfo:TextBox
- -textBoxScore:TextBox
- -buttonRestartGame_Click:void
- -CenterPanel:void
- #Dispose:void
- -DrawBlock:void
- +GameOver:void
- -GameTimer tick:void
- -InitalizeComponent:void
- +PlaceBlock:void
- +ResetGameField:void
- +TetrisForm
- -TetrisForm_KeyDown:void
- -TetrisForm Load:void
- +UpdateGamePanel:void