```
Point
       + X
       + y
               +zero
             +shape
             +current
           -block shape
               -prev
       Block
+ left
+ right
+ bottom
+ color
+ BLOCK
+ CLEAR
- stat
- LEFT

    RIGHT

- TOP

    BOTTOM

+ moveUp()
+ moveDown()
+ moveLeft()
+ moveRight()
+ transpose()
+ reversTranspose()
+ print()
+ clear()
+ refresh()
+ print()
+ clear()
+ Block()
+ Block()
+ ~Block()
- init()
checkBound()
```