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()

-block
-next

GameLogic

+ score
+ isRun
+ interval
+ clearLines
+ board
- isNotGameOver
- level

+ start()
+ moveLeft()
+ moveRight()
+ moveDown()
+ transforse()
+ drop()
+ printBlock()
+ GameLogic()
+ ~GameLogic()
- clearLine()
- check()
- isCollision()
- refresh()
- refreshNextBlock()
- refreshPoint()
- gameOver()
- gameClear()
- nextTurn()
- nextLevel()