Level0

std::istream *input

+createBlock()
+getNextBlockType()
+readFromFile(std::string path)

Level

getRandomNumber(int max): int

+createBlock():Block *
#grid:Grid *
+getNextBlockType():char
+void setSeed(int n);
+void setGrid(Grid* grid)

Block

-cells[4]: Cell *
-grid: Grid *
-type: Char

+clockwise()
+Block(char type, Grid *grid);
+counterClockwise()
+moveLeft()
+moveRight()
+moveDown()
+drop()
+bool isCellValid(int x, int y)
+bool isValid()

Grid

theCells[18][10]:Cells*

+getCellAt(int x, int y)
+clear()
+clearLines()
+getCellAt(int x, int y)
+checkAndClearRows()
+render(const Xwindow& w)
+friend std::ostream& operator « (std::ostream &out, const Grid &v);

Level1

+createBlock()
+getNextBlockType()

Level2

+createBlock()
+getNextBlockType()

Level3

+createBlock()
+getNextBlockType()

Cell

x:int
y:int
active:bool

+draw()
+setPosition(int x, int y)
+isActive()
+getChar()
+getX()const
+getChar()const
+getY()const
+turnOff()
+turnOn()
+turnOn(char c)
+int getColor()