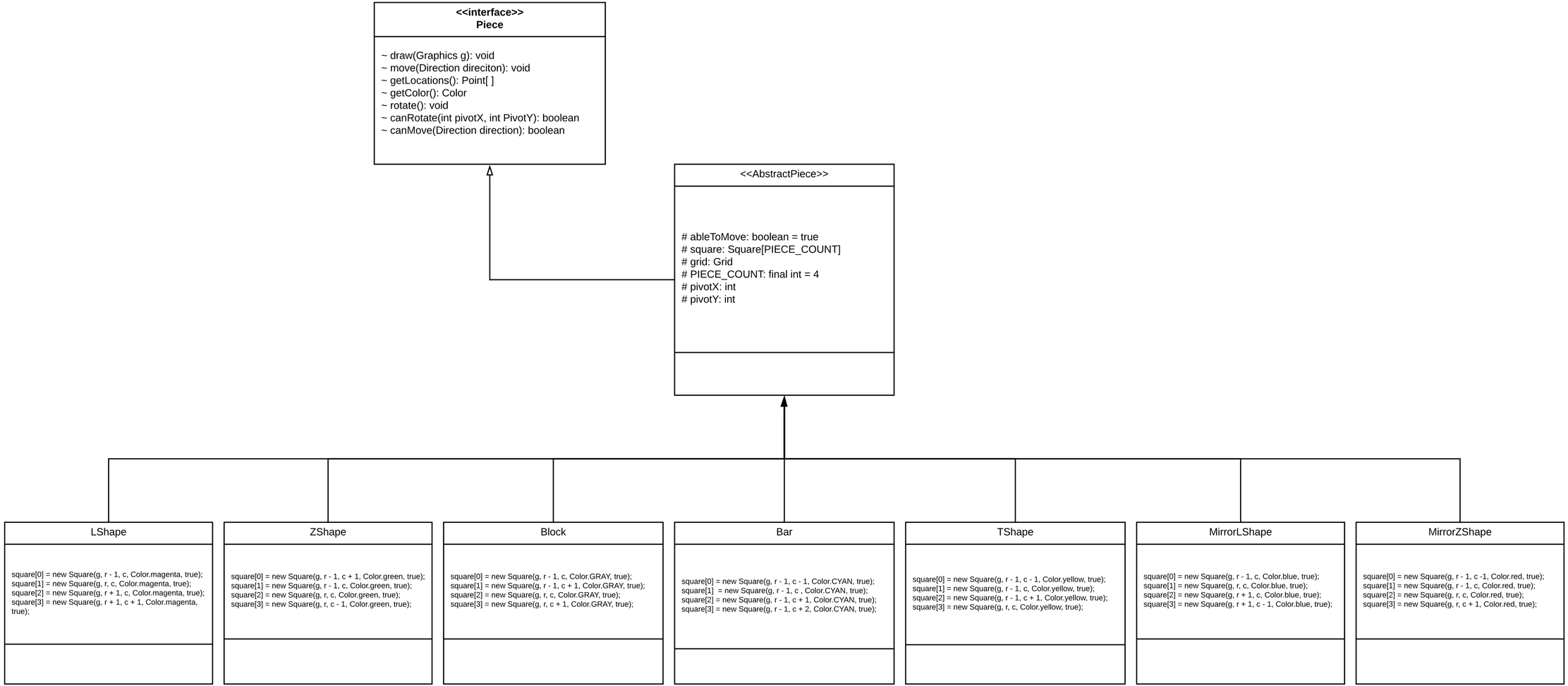
<<interface>>
Piece
~ draw(Graphics g): void
~ move(Direction direciton): void
~ getLocations(): Point[ ]
~ getColor(): Color
~ rotate(): void
~ canRotate(int pivotX, int PivotY): boolean
~ canMove(Direction direction): boolean
<<AbstractPiece>>
ableToMove: boolean = true
square: Square[PIECE_COUNT]
grid: Grid
PIECE_COUNT: final int = 4
pivotX: int
pivotY: int
LShape
square[0] = new Square(g, r - 1, c, Color.magenta, true);
square[1] = new Square(g, r, c, Color.magenta, true);
square[2] = new Square(g, r + 1, c, Color.magenta, true);
square[3] = new Square(g, r + 1, c + 1, Color.magenta, true);
ZShape
square[0] = new Square(g, r - 1, c + 1, Color.green, true);
square[1] = new Square(g, r - 1, c, Color.green, true);
square[2] = new Square(g, r, c, Color.green, true);
square[3] = new Square(g, r, c - 1, Color.green, true);
Block
square[0] = new Square(g, r - 1, c, Color.GRAY, true);
square[1] = new Square(g, r - 1, c + 1, Color.GRAY, true);
square[2] = new Square(g, r, c, Color.GRAY, true);
square[3] = new Square(g, r, c + 1, Color.GRAY, true);
Bar
square[0] = new Square(g, r - 1, c - 1, Color.CYAN, true);
square[1] = new Square(g, r - 1, c , Color.CYAN, true);
square[2] = new Square(g, r - 1, c + 1, Color.CYAN, true);
square[3] = new Square(g, r - 1, c + 2, Color.CYAN, true);
TShape
square[0] = new Square(g, r - 1, c - 1, Color.yellow, true);
square[1] = new Square(g, r - 1, c, Color.yellow, true);
square[2] = new Square(g, r - 1, c + 1, Color.yellow, true);
square[3] = new Square(g, r, c, Color.yellow, true);
MirrorLShape
square[0] = new Square(g, r - 1, c, Color.blue, true);
square[1] = new Square(g, r, c, Color.blue, true);
square[2] = new Square(g, r + 1, c, Color.blue, true);
square[3] = new Square(g, r + 1, c - 1, Color.blue, true);
MirrorZShape
square[0] = new Square(g, r - 1, c -1, Color.red, true);
square[1] = new Square(g, r - 1, c, Color.red, true);
square[2] = new Square(g, r, c, Color.red, true);
square[3] = new Square(g, r, c + 1, Color.red, true);