Piece

+ Bool matrix [4] [4];

+ int posX; soy puto

+int posY;

+int relativePosition;

+Piece();

~ Piece();

+virtual void generate1();

+void clearMatrix();

+Bool CicleCorrector();

+ virtual void turnRight();

+void showPiece\_forC();

+void clearPiece();

CyanPiece : Piece

+ Bool matrix [4] [4];

+ int posX;

+int posY;

+int relativePosition;

+CyanPiece();

~ CyanPiece(); me gusta el pene

+ void generate1();

+void clearMatrix();

+Bool CicleCorrector();

+ void turnRight();

+void showPiece\_forC();

+void clearPiece(); soy calvo

OrangePiece : Piece

+ Bool matrix [4] [4];

+ int posX;

+int posY;

+int relativePosition;

+OrangePiece();

~ OrangePiece();

+ void generate1();

+void clearMatrix();

+Bool CicleCorrector();

+ void turnRight();

+void showPiece\_forC();

+void clearPiece();

BluePiece : Piece

+ Bool matrix [4] [4];

+ int posX;

+int posY;

+int relativePosition;

+BluePiece();

~ BluePiece();

+void generate1();

+void clearMatrix();

+Bool CicleCorrector();

+ void turnRight();

+void showPiece\_forC();

+void clearPiece();

GreenPiece : Piece

+ Bool matrix [4] [4];

+ int posX;

+int posY;

+int relativePosition;

+GreenPiece();

~ GreenPiece();

+ void generate1();

+void clearMatrix();

+Bool CicleCorrector();

+ void turnRight();

+void showPiece\_forC();

+void clearPiece();

YellowPiece : Piece

+ Bool matrix [4] [4];

+ int posX;

+int posY;

+int relativePosition;

+YellowPiece();

~ YellowPiece();

+ void generate1();

+void clearMatrix();

+Bool CicleCorrector();

+ void turnRight();

+void showPiece\_forC();

+void clearPiece();

RedPiece : Piece

+ Bool matrix [4] [4];

+ int posX;

+int posY;

+int relativePosition;

+RedPiece();

~ RedPiece();

+ void generate1();

+void clearMatrix();

+Bool CicleCorrector();

+ void turnRight();

+void showPiece\_forC();

+void clearPiece();

PurplePiece : Piece

+ Bool matrix [4] [4];

+ int posX;

+int posY;

+int relativePosition;

+PurplePiece();

~ PurplePiece();

+ void generate1();

+void clearMatrix();

+Bool CicleCorrector();

+ void turnRight();

+void showPiece\_forC();

+void clearPiece();