



Note:

1. printGame() prints player1 and player2
2. renew1() deletes old player1 and set player 1 to a new grid.
3. renew2() deletes old player2 and set player 2 to a new grid.
4. getPlayer1() return player1
4. getPlayer1() return player2

Note:

1. getScore() returns the score of the player
2. initialize() stores contents of input file in the vector, sequence. It also updates the curblock and nextblock.
3. setDefault() sets the current block on the grid.
if it fits, return 1;
if it does not fit, return 0.
4. ifleft(), ifright(), ifdown() return true if there is space for the block to move left, right or down and false otherwise.
5. left(), right(), down() moves the current block left, right, and down by 1 cell respectively; if the block cannot be moved, it does nothing.
6. drop() moves the current block down until it reaches the bottom of the board or reaches another block.
7. rowScore() updates the score based on whether the bottom lines in grid are full.
8. rowDelete(int num) delete the (num)th line in grid.
9. update() updates the curblock and next block.
10. printNext1() prints the first line of the nextblock
11. printNext2() prints the second line of the nextblock

Note:

1. returnType() returns N if it is a BaseCell, and returns I or J or L or O or S or Z or T if the cell belongs to I block or J block or L block or O block or S block or Z block or T block, respectively.
2. friends stores the pointers of other BlockCells that belong to the same block.
3. getFriends() returns the reference to the vector, friends.