## Design Model::Classes **CBoardItemFactory CPosition CPicture** (from Classes) -m\_xPos: unsigned int -m\_location: boost::filesystem::path -m\_yPos: unsigned int -m\_xSize: unsigned char +GetBlock(blockType: string): CBrick -m\_ySize: unsigned char +CPosition(x: unsigned int = 0, y: unsigned int = 0) +CPosition(position: CPosition) +CPicture(pictureLocation: boost::filesystem::path) +GetX(): unsigned int +Draw(xPosition: unsigned char, yPosition: unsigned char) +GetY(): unsigned int +operator=(right: CPosition): CPosition **CSlab CGame** COrientation (from Classes) -m\_hasBorder -m\_value: std::bitset<4> +m\_picture: CPicture -m\_roundInProgress +Set(direction: Direction): void -m\_currentLevel +CSlab(slab: CSlab) +Get(): Direction -m\_groundedBlocks: CSlab[0..\*] +Draw(): void -m\_boardBlock: CSlab[1] -m\_currentBlock: CElement -CGame() +GetInstance(): CGame +InitializeGame() +MainLoop() **CBrick CMainGameBlock** (from Classes) (from Classes) -m\_blocks: CSlab[4] -m\_blocks: CSlab[0..\*] -m\_orientation: Direction -m\_columnsCount -m rowsCount +CBrick() +CBrick(slabList: CSlab[4]) +CMainGameBlock(rowsCount: unsigned int, columnsCount: unsigned int) +Draw(): void +Draw(): void +AddBrick() +Move() +Rotate(clockWise: bool = true)

CLBrick	CIBlock	COBlock	CSBlock	CTBlock
+Rotate(clockWise: bool = true)				