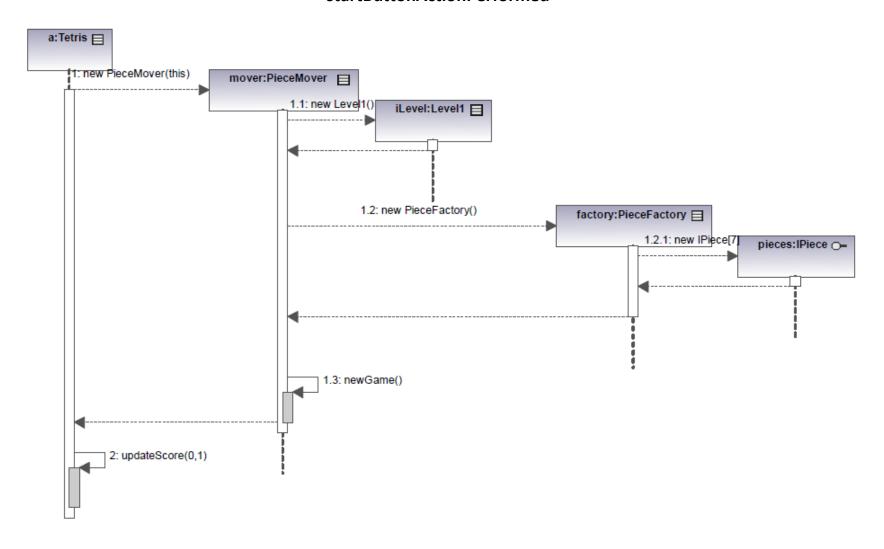
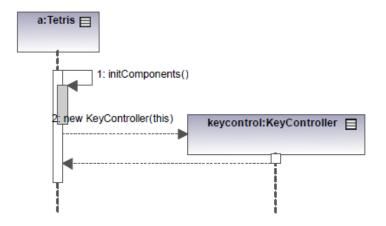
startButtonActionPerformed



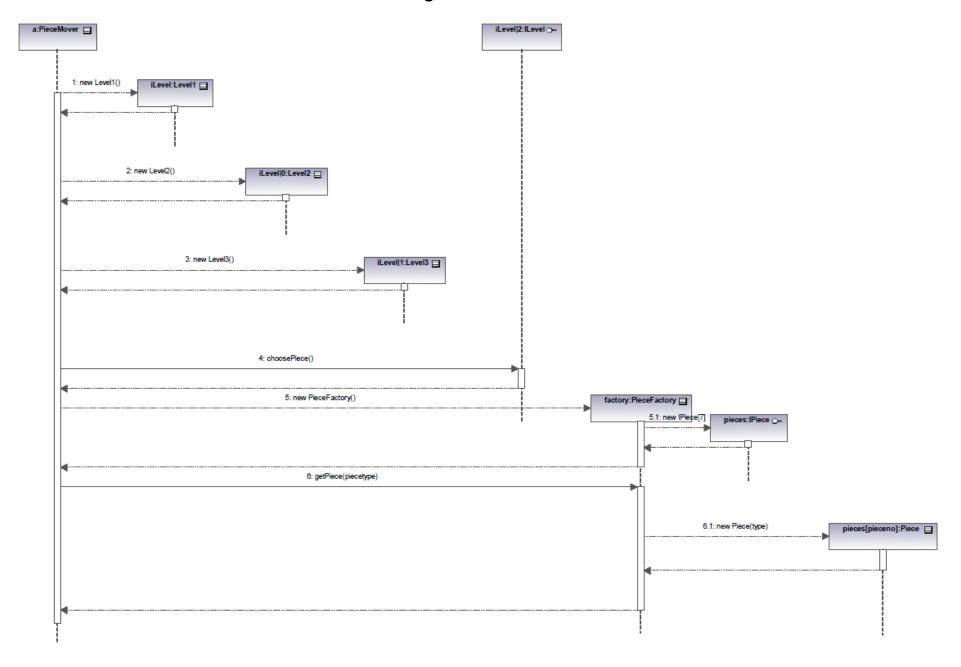
Tetris



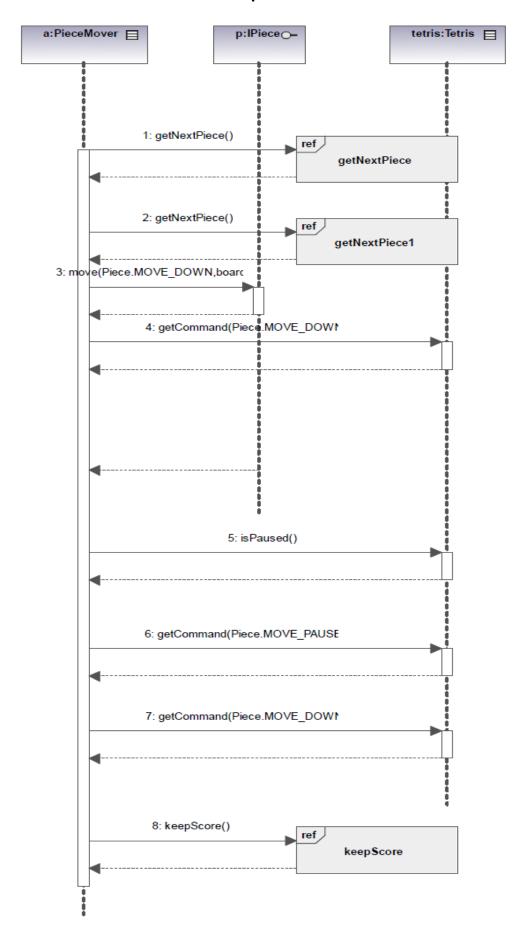
Update

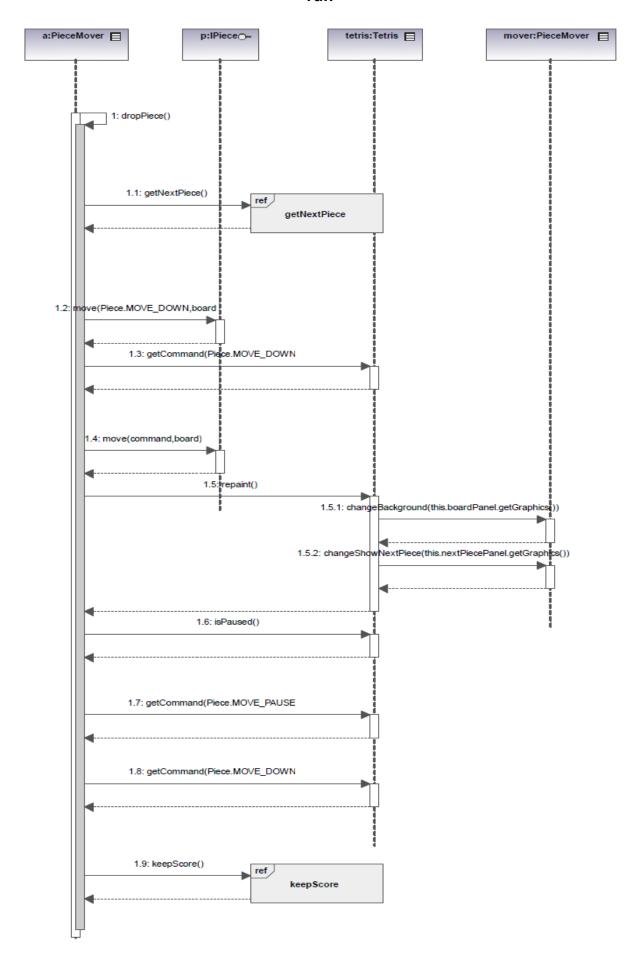


getNextPiece

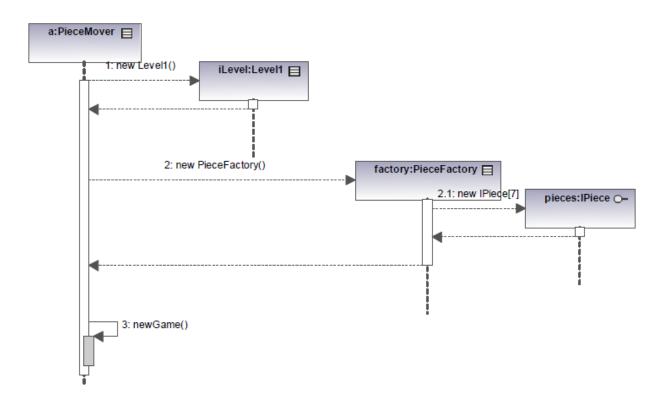


dropPiece

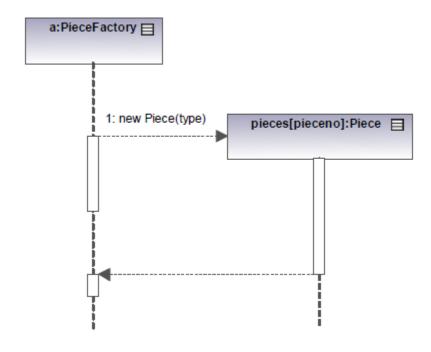




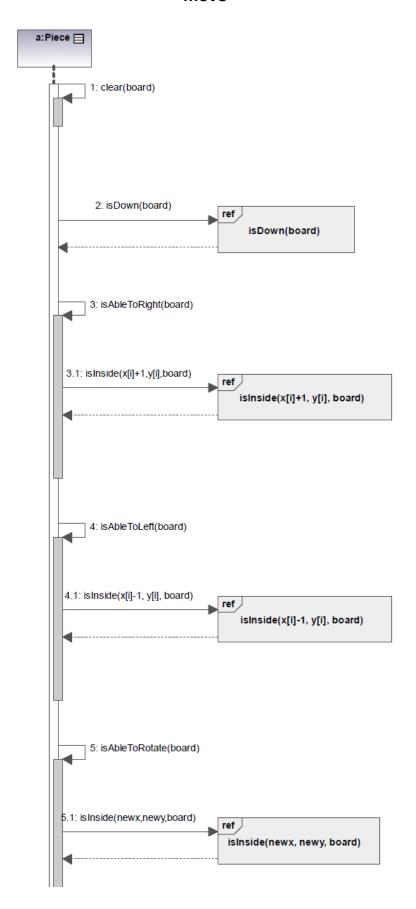
PieceMover



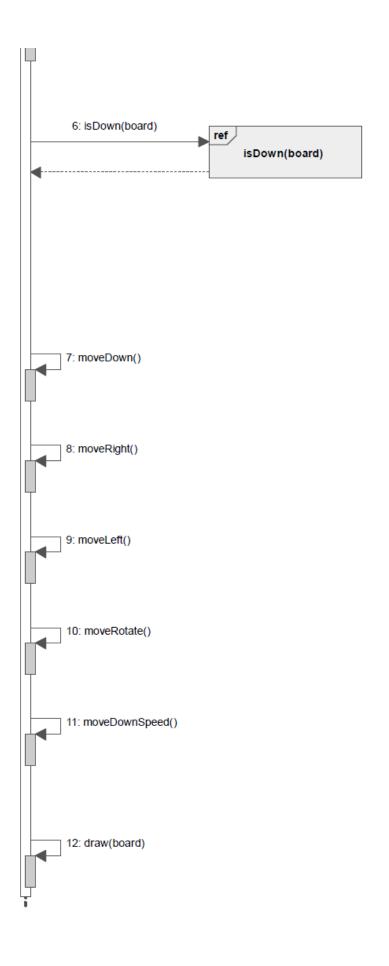
getPiece



move



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PieceFactory

