

Tetris1.GameState.Rotate
BlockCounterClockWise

```
graph LR; A[Tetris1.GameState.RotateBlockCounterClockWise] --> B[Tetris1.Block.RotateClockWise]; A --> C[Tetris1.Block.RotateCounterClockWise];
```

The diagram illustrates a method call sequence. A gray box on the left contains the text 'Tetris1.GameState.Rotate' followed by 'BlockCounterClockWise' on a new line. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'Tetris1.Block.RotateClockWise'. The bottom arrow points to another white box containing 'Tetris1.Block.RotateCounterClockWise' on two lines.

Tetris1.Block.RotateClockWise

Tetris1.Block.RotateCounter
ClockWise