

Tetris1.GameState.Rotate
BlockClockWise

Tetris1.GameState.Rotate
BlockCounterClockWise

Tetris1.Block.RotateClockWise

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

The diagram illustrates two method calls from the `Tetris1.GameState` class to the `Tetris1.Block.RotateClockWise` method. The first call is for `RotateBlockClockWise` and the second is for `RotateBlockCounterClockWise`. Both calls are represented by blue arrows pointing to the target method box on the right.