

Tetris1.GameState.MoveBlockDown

Tetris1.GameState.MoveLeft

Tetris1.GameState.MoveRight

Tetris1.Block.Move

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graph LR; A[Tetris1.GameState.MoveBlockDown] --> D[Tetris1.Block.Move]; B[Tetris1.GameState.MoveLeft] --> D; C[Tetris1.GameState.MoveRight] --> D;
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The diagram illustrates a dependency or call relationship. On the left, three white rectangular boxes are stacked vertically, each containing a method name from the Tetris1.GameState class: 'Tetris1.GameState.MoveBlockDown' at the top, 'Tetris1.GameState.MoveLeft' in the middle, and 'Tetris1.GameState.MoveRight' at the bottom. On the right, a single gray rectangular box contains the method name 'Tetris1.Block.Move'. Three blue arrows originate from the right side of each of the three white boxes and point towards the left side of the gray box, indicating that each of the three methods on the left calls or depends on the 'Tetris1.Block.Move' method.