```
{sf::Drawable
                                       II}
                                                        {BlockHandler
                                              II+ ~BlockHandler()
                                              + BlockHandler(const
                                              int id, const int xOff,
                                               const int yOff, TileHandler
                                               *tileHandlerIn)
                                              + void generateBlock()
                                              + void loadBlocks()
                                              + void userMove(string
                                              const &direction)
                                              + void draw(sf::RenderTarget
                                               &window, sf::RenderStates
                                              states) const
                                              + void update()
                                              + void transferBlocks
                                              (Block *block)
                                              + void deleteBlock(Block
                                               *block)
                                               + vector< Tile * > getCurrent
                                              BlockTiles()
+ void setPongBlock(PongBlock
                                               *pongBlock)
                                              + void hasLost(int id)
                                               const
                                                         #blockHandler
                                            {TileHandler
                                ll+ ~TileHandler()
+ TileHandler(const
                                int id, const float
                                xOffset, const float
                                yOffset)
                                + void update()
                                + void move(string moveInput)
      {PowerUp
                                + void draw(sf::RenderTarget
II+ virtual ~PowerUp()
                                 &window, sf::RenderStates
=default
                                states) const
+ virtual void apply
                                + vector< Tile * > getTiles()
(Board *board)=0
                                + void appendTile(Tile *tile)
           }
                                + void clearRow()
                                + int getPointCount()
                                + void setPointsCleared
                                (int value)
                                + BlockHandler * getBlockHandler
                                () const
                                                  }
                                  #tileHandler
                 {TileMover
      II+ virtual ~TileMover
       ()=default
       # virtual void swap(TileHandler
       *tileHandler, pair< int,
       int >)=0
      # virtual int toGrid
       (int pixel) const
       # virtual int toPixel
       (int grid) const
                       }
               (ColumnSwap
        II+ ~ColumnSwap()=default
+ void apply(Board *board)
         override
```