

```

    {Block
l+ vector< Tile * > tiles
# TileHandler * tileHandler
l+ ~Block()=default
+ Block()
+ Block(vector< Tile
  * > const &tilesIn,
  TileHandler *tileHandlerIn)
+ virtual bool willLand
() const
+ bool hasOverlap()
+ virtual void move(string
  const &direction)
# virtual bool willCollide
WithTile(string const
  &moveInput) const
# bool willCollideWithWall
(string const &moveInput) const
    }

```



```

    {PongBlock
l+ std::string direction
l+ ~PongBlock()=default
+ PongBlock(Board *reciever)
+ void apply(Board *board)
+ void move(std::string
  const &direction)
+ bool willLand() const
  override
    }

```