

{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
}
```



```
{TileHandler
II+ ~TileHandler()
+ TileHandler(const
  int id, const float
  xOffset, const float
  yOffset)
+ void update()
+ void move(string moveInput)
+ void draw(sf::RenderTarget
  &window, sf::RenderStates
  states) const
+ vector< Tile * > getTiles()
+ void appendTile(Tile
  *tile)
+ void clearRow()
+ int getPointCount()
+ void setPointsCleared
  (int value)
+ BlockHandler * getBlockHandler
  () const
}
```