```
{sf::Drawable
ll}
```

```
{BlockHandler
ll+  ~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
                    }
```