

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



```
{TileHandler  
  !# BlockHandler * blockHandler  
  !+ ~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  
  }
```