{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 II+ ~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