```
Tetris::BlockSubModules
           ::BlockColor
# green
# blue
# red
# alpha
+ BlockColor()
+ BlockColor()
+ forceChangeColor()
+ forceApplyColor()
+ getColorAsArray()
+ getGreenAsRaw()
+ getBlueAsRaw()
+ getRedAsRaw()
+ getAlphaAsRaw()
+ packRawColorData()
+ getBlockColorAsHexString()
+ genRandomColor()
+ genSampleColor()
# setGreen()
# setBlue()
# setAlpha()
# setRed()

    disassembleColorData()

    disassembleColorDataÄndApply()

aenColor()
                  -blkcolr
           Tetris::Block

    blktype

  - blkary_height

    blkary_width

    blk color

    blkspc

  + Block()
  + ~Block()
  + Block()
  + setBlockColor()
  + getBlockColorAsRaw()
  + genRandomColor()
  + genSampleColor()
  + getBlockColorAsHexString()
  + getBlockSpaceSize()
  + getBlockSpaceHeight()
  그리고 28개 더...
  genColor()
  spanshape()
  spanshape()
```