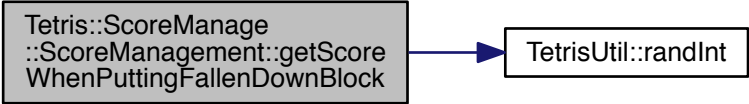


Tetris::ScoreManage
::ScoreManagement::getScore
WhenPuttingFallenDownBlock



```
graph LR; A["Tetris::ScoreManage  
::ScoreManagement::getScore  
WhenPuttingFallenDownBlock"] --> B["TetrisUtil::randInt"]
```

TetrisUtil::randInt