

Tetris::Block::canRotate



```
graph LR; A[Tetris::GameController::currentblockrotate] --> B[Tetris::Block::canRotate];
```

The diagram illustrates a function call. On the right, a box contains the text 'Tetris::GameController::currentblockrotate'. A blue arrow points from this box to a box on the left containing the text 'Tetris::Block::canRotate'. The left box has a light gray background, while the right box has a white background. Both boxes have a black border.

Tetris::GameController
::currentblockrotate