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()
\- disassembleColorDataAndApply()
\- genColor()