**Blocks**

PURE VIRTUAL CLASS: Block

# Layout

# Bool isFull

# Int R

# Int C

…

+ Rotate = 0;

…

CLASS: iBlock

…

CLASS: jBlock

…

CLASS: lBlock

…

CLASS: oBlock

…

CLASS: sBlock

…

CLASS: zBlock

…

CLASS: tBlock

…

Going to need a factory design pattern to generate the random blocks accordingly (first get file in working).

**Board**

CLASS: Grid

#theGrid : Bunch of blocks

+isFull()

+isLineDone()

+DropBlock()

+ Rotate()

+ notifyDisplay()

**Display**

# theDisplay : Bunch of chars

Override operator<<

**This seems to be pretty similar to the lights out game.  I’ll compare more with that tomorrow and update the methods we may need.**