Shape

- ShapeType {NoShape, ZShape, SShape, IShape, TShape, SquareShape, LShape, JShape};
- ShapeType tetromino;
- int coords[][];
- int[][][] coordsTable;

+ setShape(ShapeType shape)
+ ShapeType getShape()
+ setRandomShape()
+ setNewX(int index, int x)
+ setNewY(int index, int y)
+ getX(int index)
+ getY(int index)
+ Shape rotateLeft(Shape shape)
+ Shape rotateRight(Shape shape)

Board

- int maxX
- int maxY
- int[][] board

- checkFullRow(int[][] board)
- print2D(int[][] mat),
- clearBoard(int[][] board)
- moveLeft(Shape shape)
- moveRight(Shape shape)
- moveDown(Shape shape)

Main

-main(String[] args)