

## ***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)

## ***Board***

- int maxX
- int maxY
- int[][] board
- placeShape(Shape shape)

- + checkFullRow(int[][] board)
- + print2D(int[][] mat)
- + clearBoard(int[][] board)
- + moveLeft(Shape shape)
- + moveRight(Shape shape)
- + moveDown(Shape shape)
- + rotateLeft(Shape shape, Shape originalShape)
- + rotateRight(Shape shape, Shape originalShape)
- + rightCollision(Shape shape)
- + leftCollision(Shape shape)
- + bottomCollision(Shape shape)

## ***GUI***

- + start(Stage stage)throws Exception

## ***Handler***

- + tick()
- + render(Graphics g)
- + addObject(GameObject object)
- + removeObject(GameObject object)

## ***Intro***

- + start(Stage stage)

## ***MainGame***

- Thread thread;
- boolean running;
- Handler handler
- Board board
- Shape shape
- GameStart game;
- + start()
- + stop()
- + run()
- + tick()
- + render()
- + main

## ***Main***

- main(String[] args)

## ***KeyInput***

- Handler handler;
- Board board;
- Shape shape;
- + keyPressed(KeyEvent e)

## ***Window***

- + window(int width, int height, String title, MainGame ,game)
- +

## ***Constants***

- + rows()
- + columns()
- + maxLengthOfTetromino()
- + middleIndex()
- + zero()