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- Detail:
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Class Tetris

java.lang.Object
java.awt.Component
java.awt.Container
javax.swing.JComponent
javax.swing.JPanel
Tetris

All Implemented Interfaces:
ImageObserver, MenuContainer, Serializable, Accessible

---

public class Tetris extends JPanel

See Also:

- Serialized Form

- ## Nested Class Summary

  ## Nested classes/interfaces inherited from class javax.swing.JPanel

  JPanel.AccessibleJPanel

  ## Nested classes/interfaces inherited from class javax.swing.JComponent

  JComponent.AccessibleJComponent

  ## Nested classes/interfaces inherited from class java.awt.Container

  Container.AccessibleAWTContainer

  ## Nested classes/interfaces inherited from class java.awt.Component

  Component.AccessibleAWTComponent, Component.BaselineResizeBehavior, Component.BltBufferStrategy, Component.FlipBufferStrategy

- ## Field Summary

  Fields
  Modifier and Type
  Field
  Description
  int
  tetro_x

```
int
```
[tetro_y](#)

Fields inherited from class javax.swing.**[JComponent](#)**

[listenerList](#), [TOOL_TIP_TEXT_KEY](#), [ui](#), [UNDEFINED_CONDITION](#), [WHEN_ANCESTOR_OF_FOCUSED_COMPONENT](#), [WHEN_FOCUSED](#), [WHEN_IN_FOCUSED_WINDOW](#)

Fields inherited from class java.awt.**[Component](#)**

[accessibleContext](#), [BOTTOM_ALIGNMENT](#), [CENTER_ALIGNMENT](#), [LEFT_ALIGNMENT](#), [RIGHT_ALIGNMENT](#), [TOP_ALIGNMENT](#)

Fields inherited from interface java.awt.image.**[ImageObserver](#)**

[ABORT](#), [ALLBITS](#), [ERROR](#), [FRAMEBITS](#), [HEIGHT](#), [PROPERTIES](#), [SOMEBITS](#), [WIDTH](#)

• Method Summary

| All Methods | Instance Methods | Concrete Methods |

Modifier and Type
Method
Description

```
boolean
```
[AddToBoard](#)()
add tetromino to the board if it cannot add game over

```
void
```
[changeColor](#)(int y, int x, [String](#) shape)
change colour of specisif jbutton

```
void
```
[changeNextTetroPanel](#)(int control)
This change next tetromino panel.

```
boolean
```
[controlCollide](#)([Tetromino](#) tetro, int x, int y)
control collide for the given coordinate

```
void
```
[controlFullLine](#)()
control every line after every tetromino move down completely if it found fullline call deleteFullLine funciton

[Tetromino](#)
[createTetro](#)()
create new tetromino

```
void
```
[deleteColor](#)(int y, int x)
make white specific jbutton

```
void
```
[deleteFullLine](#)(int lineNum)
delete given line

```
void
```
[deleteOld](#)([Tetromino](#) tetro, int locy, int locx)
delete old lcoation of tetromino

```
void
```
[gameOver](#)()
Pop when the game end

```
int
```
[move](#)()
move tetromino down 1 blok

```
void
```
[moveLeft](#)()
move tetromino one left

```
void
```
[moveRight](#)()
move tetromino one right

```
void
```
[overwrite](#)([Tetromino](#) tetro, int locy, int locx)
overwrite the tetros body to given location

```
void
```
[quit](#)()

```
void
```
[restart](#)()
It makes point 0 and clear the board then start game again

```
boolean
```

rotateAble()
this function look for tetromino can rotate
void
updateLookfor(Tetromino tetro, int[] lookfor, char moveDir)
with this funciton tetromino does not collide with already placed tetromino

Methods inherited from class javax.swing.JPanel

getAccessibleContext, getUI, getUIClassID, paramString, setUI, updateUI

Methods inherited from class javax.swing.JComponent

addAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, fireVetoableChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentGraphics, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getHeight, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize, getNextFocusableComponent, getPopupLocation, getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY, grabFocus, hide, isDoubleBuffered, isLightweightComponent, isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingOrigin, isPaintingTile, isRequestFocusEnabled, isValidateRoot, paint, paintBorder, paintChildren, paintComponent, paintImmediately, paintImmediately, print, printAll, printBorder, printChildren, printComponent, processComponentKeyEvent, processKeyBinding, processKeyEvent, processMouseEvent, processMouseMotionEvent, putClientProperty, registerKeyboardAction, registerKeyboardAction, removeAncestorListener, removeNotify, removeVetoableChangeListener, repaint, repaint, requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow, requestFocusInWindow, resetKeyboardActions, reshape, revalidate, scrollRectToVisible, setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls, setBackground, setBorder, setComponentPopupMenu, setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered, setEnabled, setFocusTraversalKeys, setFont, setForeground, setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize, setMinimumSize, setNextFocusableComponent, setOpaque, setPreferredSize, setRequestFocusEnabled, setToolTipText, setTransferHandler, setUI, setVerifyInputWhenFocusTarget, setVisible, unregisterKeyboardAction, update

Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, addImpl, addPropertyChangeListener, addPropertyChangeListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalKeys, getFocusTraversalPolicy, getLayout, getMousePosition, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, printComponents, processContainerEvent, processEvent, remove, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusCycleRoot, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setLayout, transferFocusDownCycle, validate, validateTree

Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, coalesceEvents, contains, createImage, createImage, createVolatileImage, createVolatileImage, disableEvents, dispatchEvent, enable, enableEvents, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBackground, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground, getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocale, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getToolkit, getTreeLock, gotFocus, handleEvent, hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isShowing, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, postEvent, prepareImage, prepareImage, processComponentEvent, processFocusEvent, processHierarchyBoundsEvent, processHierarchyEvent, processInputMethodEvent, processMouseWheelEvent, remove, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, requestFocus, requestFocus, requestFocusInWindow, resize, resize, setBounds, setBounds, setComponentOrientation, setCursor, setDropTarget, setFocusable, setFocusTraversalKeysEnabled, setIgnoreRepaint, setLocale, setLocation, setLocation, setMixingCutoutShape, setName, setSize, setSize, show, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait

- # Field Details

  - ### tetro_x

    public int tetro_x

  - ### tetro_y

    public int tetro_y

- # Method Details

  - ### restart

    public void restart()
    It makes point 0 and clear the board then start game again

  - ### quit

    public void quit()

  - ### gameOver

    public void gameOver()
    Pop when the game end

  - ### changeNextTetroPanel

    public void changeNextTetroPanel(int control)
    This change next tetromino panel. When the new tetro came it clear the panel for it

    Parameters:
        control - if it 0 this function clear the panel for new nexttetromino, if it 1 write tetromino at the panel

  - ### moveLeft

    public void moveLeft()
    move tetromino one left

  - ### moveRight

    public void moveRight()
    move tetromino one right

  - ### deleteOld

    public void deleteOld(Tetromino tetro, int locy, int locx)
    delete old lcoation of tetromino

    Parameters:
        tetro -
        locy -
        locx -

  - ### overwrite

    public void overwrite(Tetromino tetro, int locy, int locx)
    overwrite the tetros body to given location

    Parameters:
        tetro -
        locy -
        locx -

  - ### changeColor

    public void changeColor(int y, int x, String shape)
    change colour of specisif jbutton

    Parameters:
        y -
        x -

shape -

- ### deleteColor

  public void deleteColor(int y, int x)
  make white specific jbutton

  Parameters:
      y -
      x -

- ### move

  public int move()
  move tetromino down 1 blok

  Returns:

- ### AddToBoard

  public boolean AddToBoard()
  add tetromino to the board if it cannot add game over

  Returns:

- ### controlFullLine

  public void controlFullLine()
  control every line after every tetromino move down completely if it found fullline call deleteFullLine funciton

- ### deleteFullLine

  public void deleteFullLine(int lineNum)
  delete given line

  Parameters:
      lineNum -

- ### controlCollide

  public boolean controlCollide(Tetromino tetro, int x, int y)
  control collide for the given coordinate

  Parameters:
      x -
      y -
  Returns:

- ### updateLookfor

  public void updateLookfor(Tetromino tetro, int[] lookfor, char moveDir)
  with this funciton tetromino does not collide with already placed tetromino

  Parameters:
      tetro -
      lookfor -
      moveDir -

- ### createTetro

  public Tetromino createTetro()
  create new tetromino

  Returns:

- ### rotateAble

  public boolean rotateAble()
  this function look for tetromino can rotate

  Returns: