				hape	1									
					\dashv									
			-color -matrix											
					_									
			<pre>left(); right(); rotateRight();</pre>											
			right();											
			rotateLeft();											
				^										
)							
														
LLShape	Block		Sc	quare	┦ ├─	LRShape	Tshap	е	Ssh	ре		Zshape		Line
<u> </u>													-color	
	left();		left();		left();		left():		left();		left():		left();	
eft(); ght();	right();		right(); rotateRight();		left(); right();	left(); right();		right();		left(); right();		left(); right();	•
ototoDiaht/\(\text{\chi}\)	rotateRight();		rotateRight();		rotate	eRight();	rotateRight();		rotateRight();		rotateRigh	nt();	rotate	Right(); Left();
otateLeft();	rotateLeft();	J	rotateLeft();		rotate	eLeft();	rotateLeft();		rotateLeft();		rotateLeft()	();	rotatel	Leπ();
			Grid		ſ	Player								
		<u> </u>			-									
		-size				-bestScore								
		1			- 1	-name								
						-naceword	ı							
		<u> </u>				-password								
						-password								
						-password								
						-password								
						-password								
						-password								
	Keyboard]			-password								
	Keyboard					-password								
	Keyboard Hash <icommand></icommand>					-password	IComman	nd						
	Hash <icommand></icommand>					-password	ICommai	nd						
	Hash <icommand> moveLeft();</icommand>					-password	execute();	nd						
	Hash <icommand> moveLeft(); moveRight();</icommand>					-password	ICommai	nd						
	Hash <icommand> moveLeft(); moveRight(); rotateLeft();</icommand>					-password	execute();	nd						
	Hash <icommand> moveLeft(); moveRight();</icommand>					-password	execute();	nd						
	Hash <icommand> moveLeft(); moveRight(); rotateLeft();</icommand>					-password	execute();	nd						
	Hash <icommand> moveLeft(); moveRight(); rotateLeft();</icommand>					-password	execute();	nd						
	Hash <icommand> moveLeft(); moveRight(); rotateLeft();</icommand>					-password	execute();	nd						
	Hash <icommand> moveLeft(); moveRight(); rotateLeft();</icommand>					-password	execute();	nd						
	Hash <icommand> moveLeft(); moveRight(); rotateLeft();</icommand>				eft		execute();	nd	RotateRight		Ro	otateLeft		
	Hash <icommand> moveLeft(); moveRight(); rotateLeft(); rotateRight();</icommand>			L	eft		execute(); unexecute();	nd	RotateRight		Ro	otateLeft		
	Hash <icommand> moveLeft(); moveRight(); rotateLeft(); rotateRight(); Shape -color</icommand>			L	eft		execute(); unexecute();	nd	RotateRight		Ro	otateLeft		
	Hash <icommand> moveLeft(); moveRight(); rotateLeft(); rotateRight(); Shape -color -matrix</icommand>		e:	xecute();	eft	execute();	execute(); unexecute();	execui	te();		execute();	otateLeft		
	Hash <icommand> moveLeft(); moveRight(); rotateLeft(); rotateRight(); Shape -color -matrix</icommand>		e, ui		eft		execute(); unexecute();	execui				otateLeft		
	Hash <icommand> moveLeft(); moveRight(); rotateLeft(); rotateRight(); Shape -color -matrix</icommand>		e: uı	xecute();	eft	execute();	execute(); unexecute();	execui	te();		execute();	otateLeft		
-	Hash <icommand> moveLeft(); moveRight(); rotateLeft(); rotateRight(); Shape -color -matrix left(); right(); rotateLeft();</icommand>		e: uı	xecute();	eft	execute();	execute(); unexecute();	execui	te();		execute();	otateLeft		
-	Hash <icommand> moveLeft(); moveRight(); rotateLeft(); rotateRight(); Shape -color -matrix</icommand>		e: ui	xecute();	eft	execute();	execute(); unexecute();	execui	te();		execute();	otateLeft		