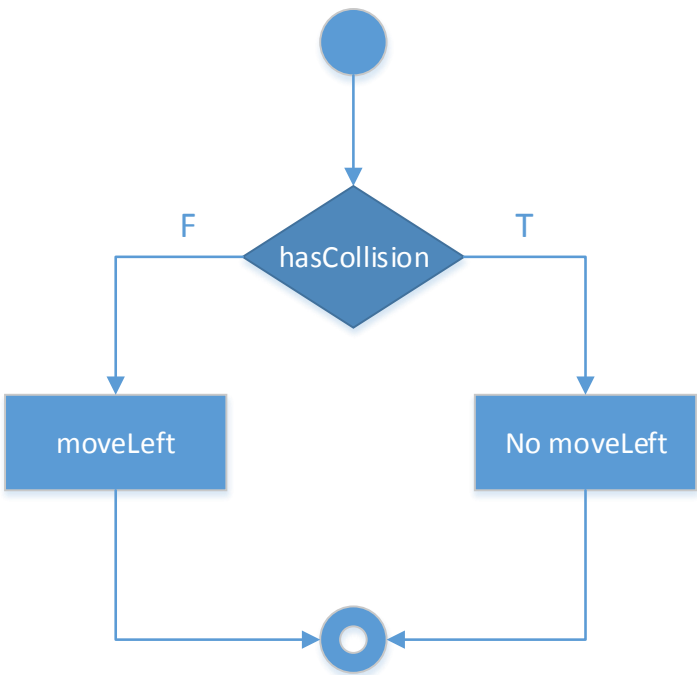


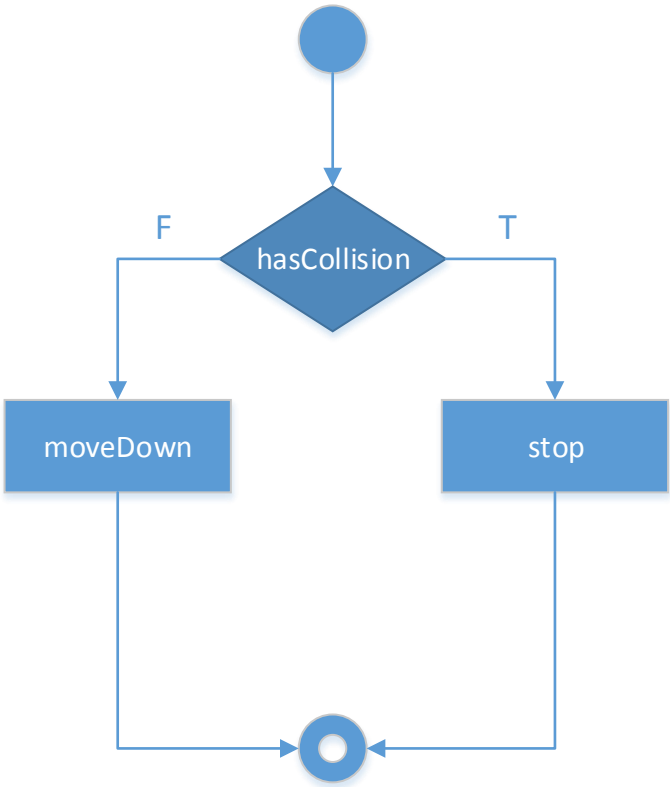
Board  
moveLeft



Board(8, 6)

VARIANTS	HASCOLLISION	TEST CASE	GRAPHICS
1	T	".....\n" + ".T....\n" + "TTT...\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n"	
2	F	".....\n" + "..T...\n" + ".TTT..\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n"	

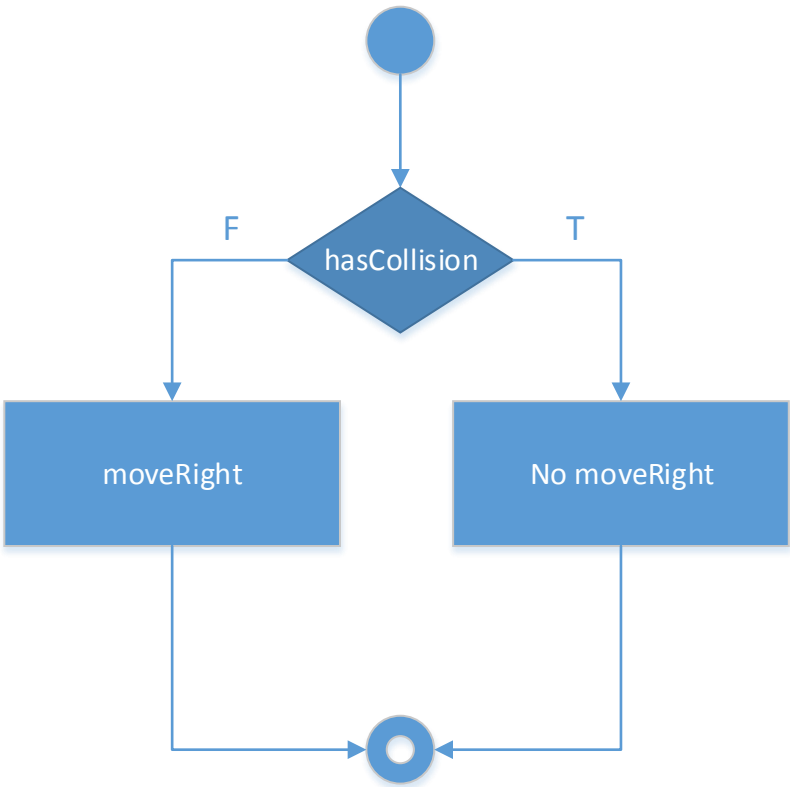
moveDown



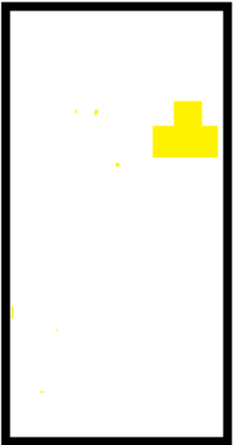
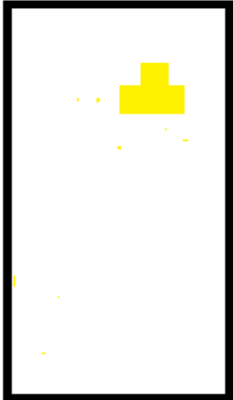
Board(8, 6)

VARIANTS	HASCOLLISION	TEST CASE	GRAPHICS
1	T	" ..... \n" + " ..... \n" + " ..... \n" + " ..... \n" + " ..... \n" + " ..... \n" + "...T.. \n" + "..TTT. \n"	
2	F	" ..... \n" + "..T... \n" + ".TTT.. \n" + " ..... \n" + " ..... \n" + " ..... \n" + " ..... \n" + " ..... \n"	

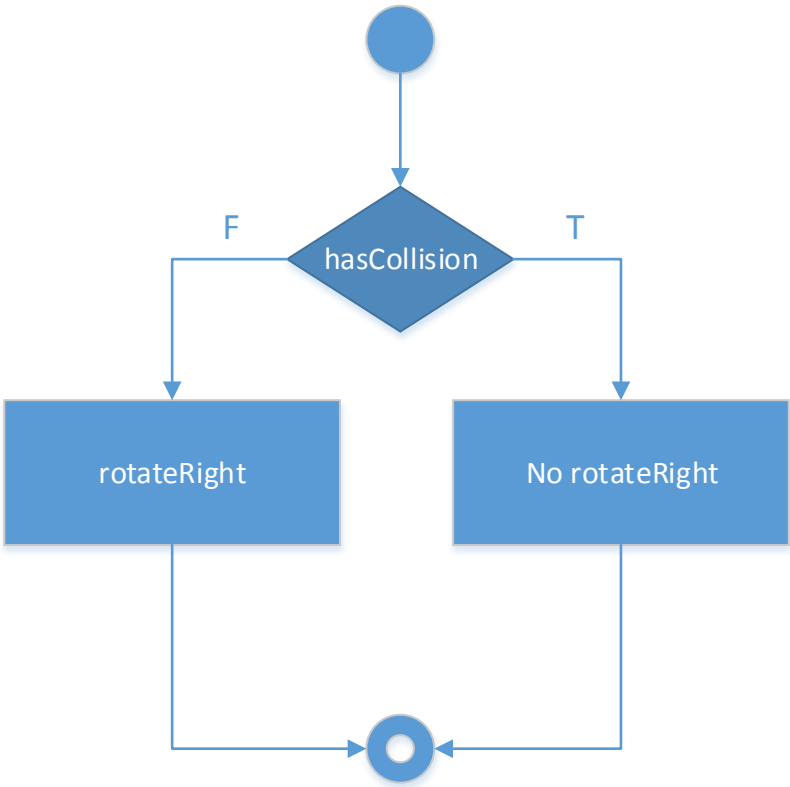
moveRight



Board(8, 6)

VARIANTS	HASCOLLISION	TEST CASE	GRAPHICS
1	T	" ..... \n" + " ..... \n" + " ....T. \n" + " ...TTT\n" + " ..... \n" + " ..... \n" + " ..... \n" + " ..... \n"	
2	F	" ..... \n" + " ....T. \n" + " ...TTT\n" + " ..... \n" + " ..... \n" + " ..... \n" + " ..... \n" + " ..... \n"	

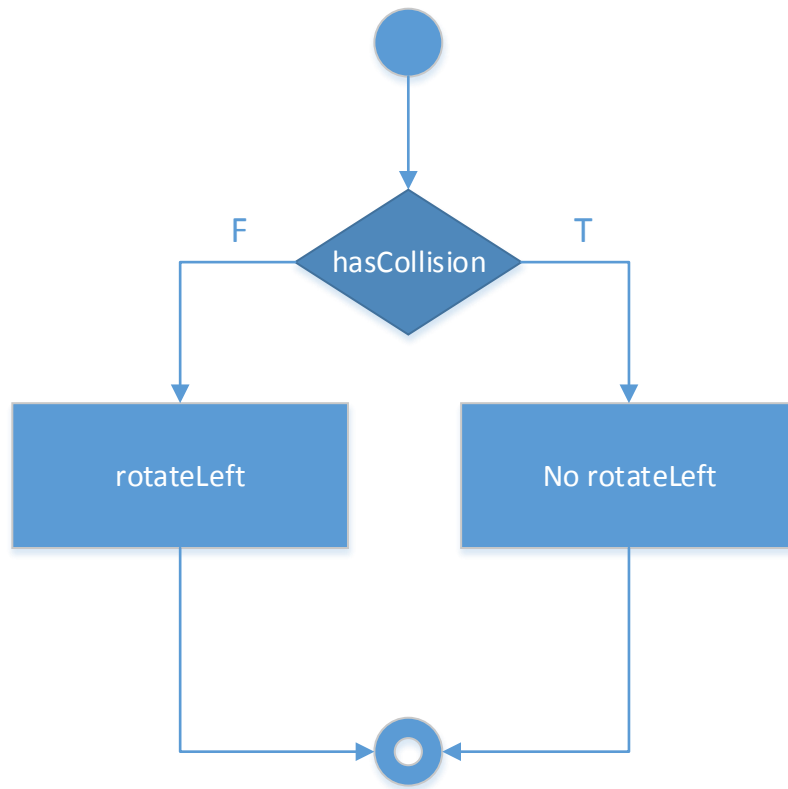
rotateRight



Board(8, 6)

VARIANTS	HASCOLLISION	TEST CASE	GRAPHICS
1	T	".....\n" + ".....\n" + ".....\n" + ".....\n" + "T.I...\n" + "TTI...\n" + "T.I...\n" + "..I...\n"	
2	F	".....\n" + "..T...\n" + ".TTT..\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n"	

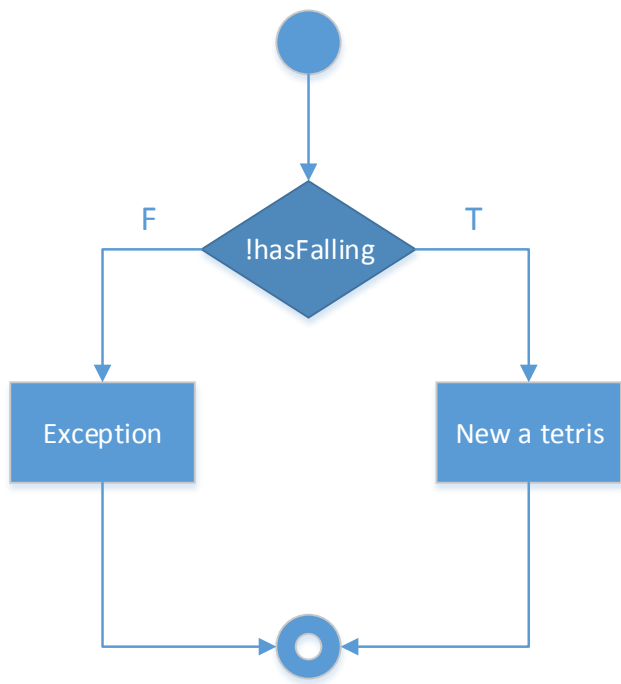
rotateLeft



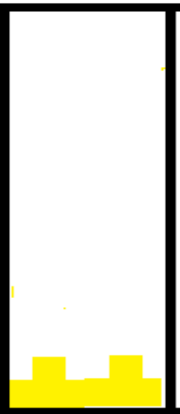
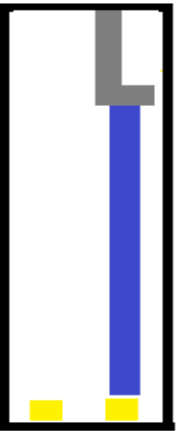
Board(8,6)

VARIANTS	HASCOLLISION	TEST CASE	GRAPHICS
1	T	".....\n" + ".....\n" + ".....\n" + ".....\n" + "T.I...\n" + "TTI...\n" + "T.I...\n" + "..I...\n"	
2	F	".....\n" + "..T...\n" + ".TTT..\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n"	

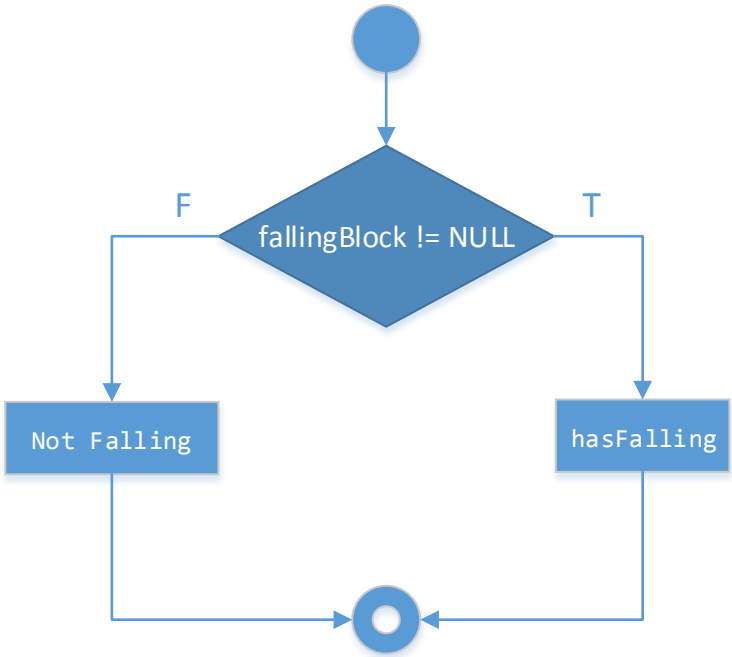
drop



Board(8,6)

VARIANTS	HASCOLLISION	TEST CASE	GRAPHICS
1	T	".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + ".T..T.\n" + "TTTTTT\n"	
2	F	"....L.\n" + "....L.\n" + "....LL\n" + "....I.\n" + "....I.\n" + "....I.\n" + "....I.\n" + ".T..T.\n"	

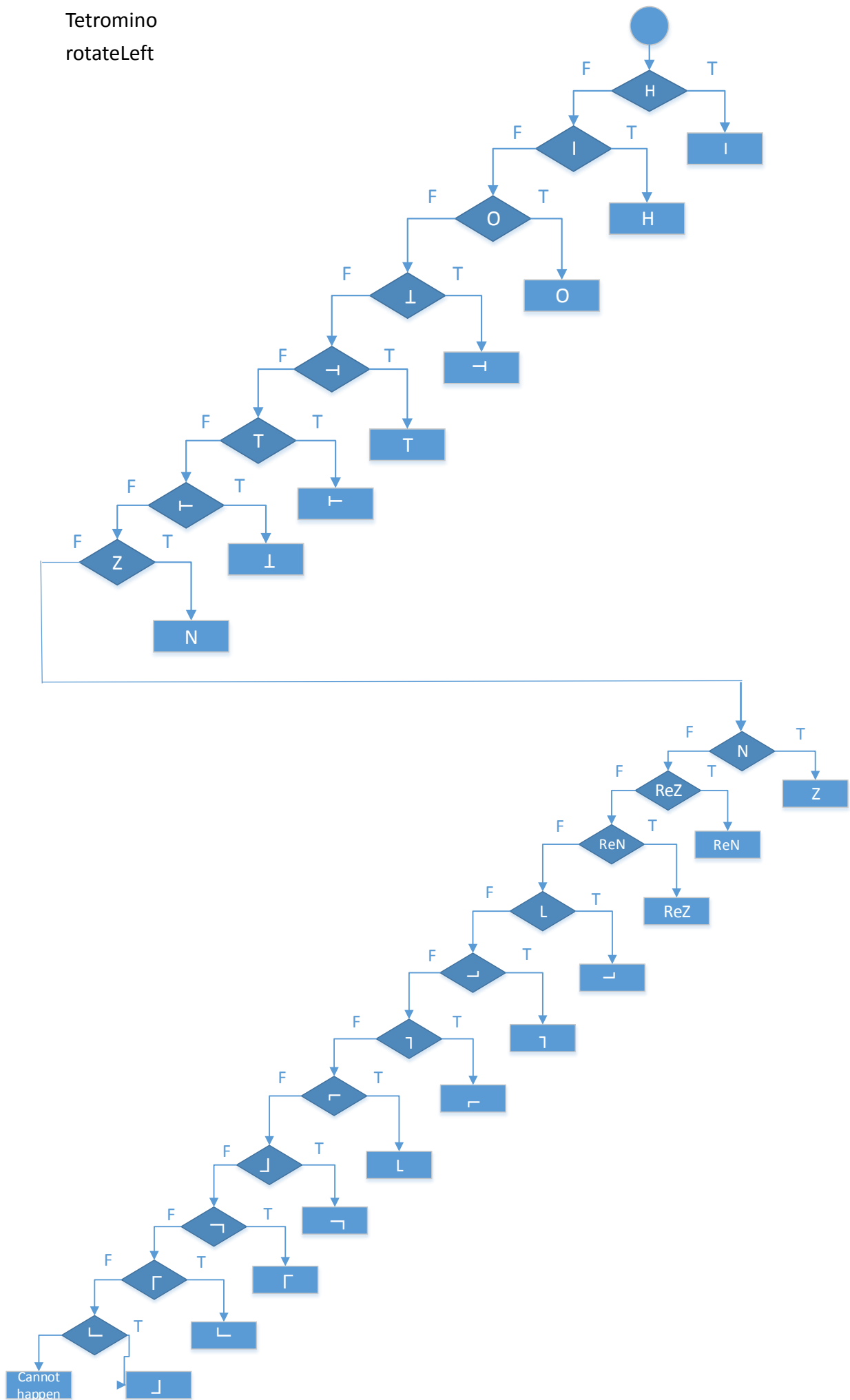
hasFalling



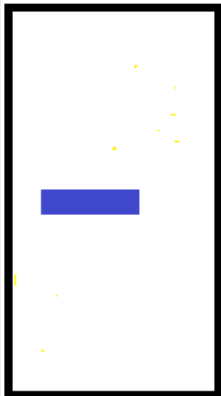
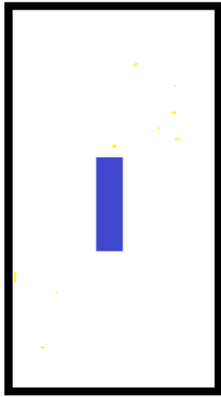
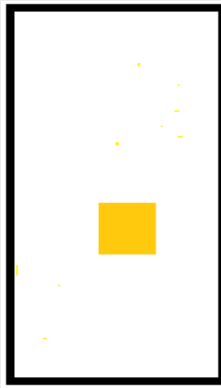
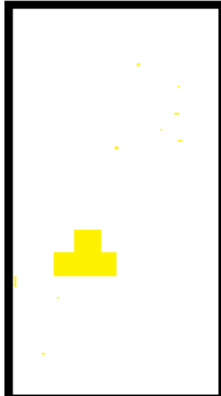
Board(8,6)

VARIANTS	HASCOLLISION	TEST CASE	GRAPHICS
1	T	".....\n" + "..T...\n" + ".TTT..\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n"	
2	F	".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + "...T..\n" + "..TTT.\n"	

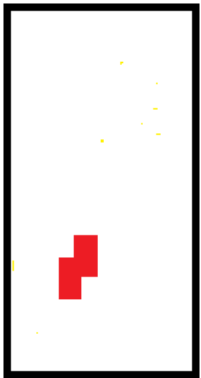
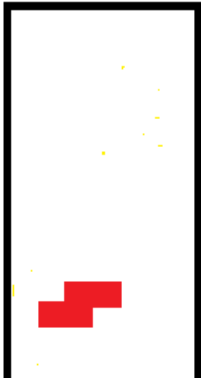
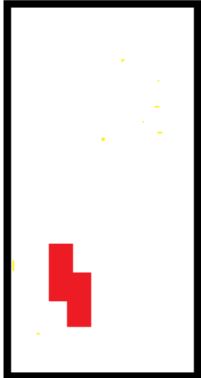
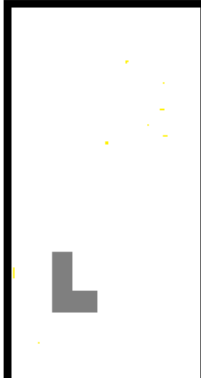
## Tetromino rotateLeft

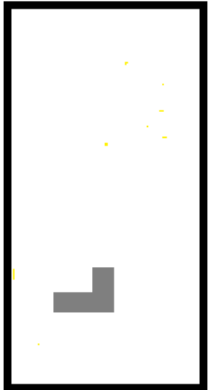
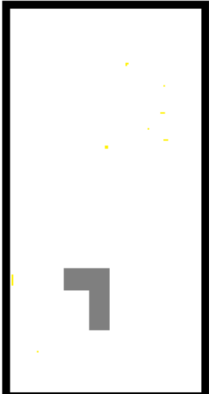


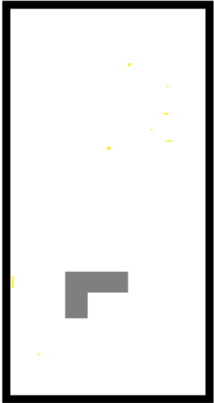


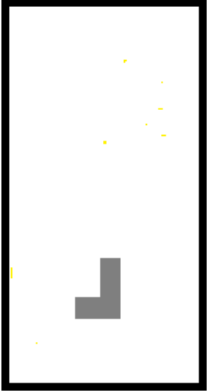
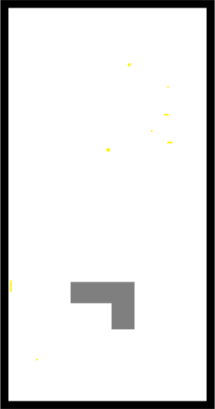
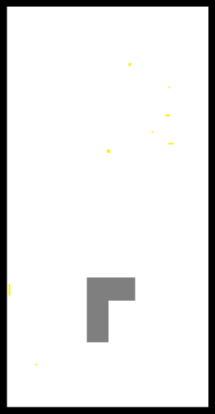
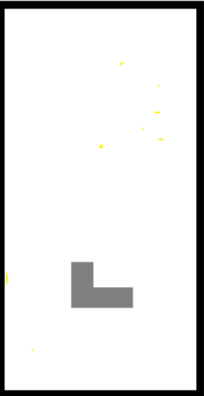
VERIENTS	H	I	O	L	H	T	F	Z	TEST CASE	GRAPHICS
1	T								".....\n" + ".....\n" + ".....\n" + ".....\n" + ".IIII.\n" + ".....\n" + ".....\n" + ".....\n"	
2	F	T							".....\n" + ".....\n" + "...I..\n" + "...I..\n" + "...I..\n" + "...I..\n" + ".....\n" + ".....\n"	
3	F	F	T						".....\n" + ".....\n" + ".....\n" + ".....\n" + "...00.\n" + "...00.\n" + ".....\n" + ".....\n"	
4	F	F	F	T					".....\n" + ".....\n" + ".....\n" + ".....\n" + "..T...\n" + ".TTT..\n" + ".....\n" + ".....\n"	

5	F	F	F	F	T				".....\n" + ".....\n" + ".....\n" + ".....\n" + "..T...\n" + ".TT...\n" + "..T...\n" + ".....\n"	
6	F	F	F	F	F	T			".....\n" + ".....\n" + ".....\n" + ".....\n" + ".TTT..\n" + "..T...\n" + ".....\n"	
7	F	F	F	F	F	F	T		".....\n" + ".....\n" + ".....\n" + ".....\n" + ".T....\n" + ".TT...\n" + ".T....\n" + ".....\n"	
8	F	F	F	F	F	F	F	T	".....\n" + ".....\n" + ".....\n" + ".....\n" + ".ZZ...\n" + "..ZZ..\n" + ".....\n"	

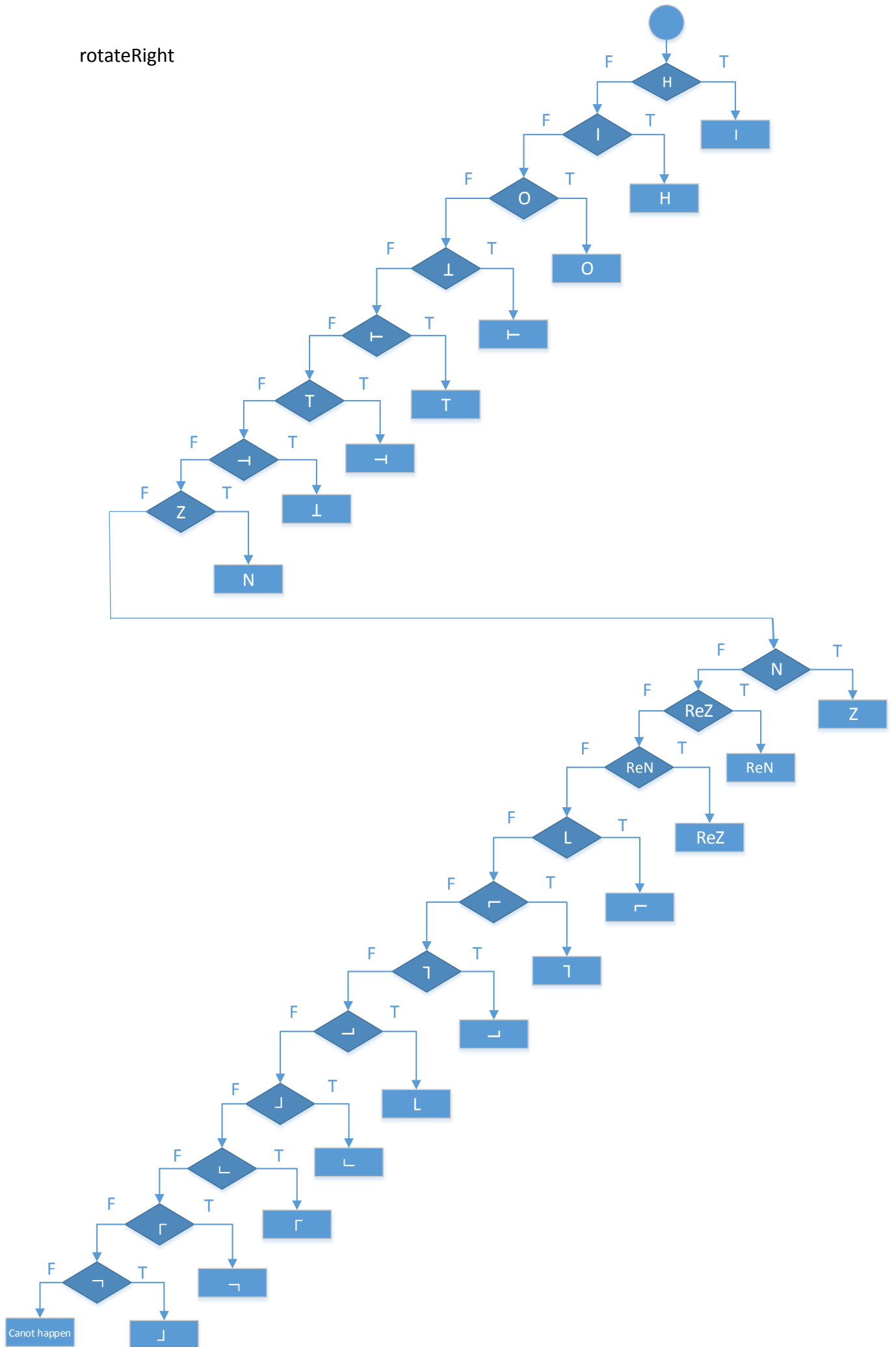
VARIANTS	....	N	ReZ	ReN	L	┘	┐	TEST CASE	GRAPHICS
9	F	T						". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . Z . . \n" + ". . ZZ . . \n" + ". . Z . . . \n" + ". . . . . \n"	
10	F	F	T					". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . ZZ . . \n" + ". . ZZ . . \n" + ". . . . . \n"	
11	F	F	F	T				". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . Z . . \n" + ". . ZZ . . \n" + ". . . Z . . \n" + ". . . . . \n"	
12	F	F	F	F	T			". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . L . . \n" + ". . L . . \n" + ". . LL . . \n" + ". . . . . \n"	

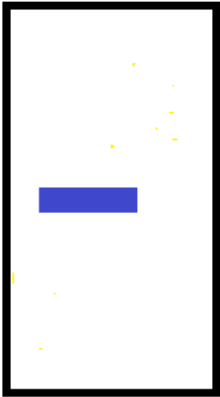
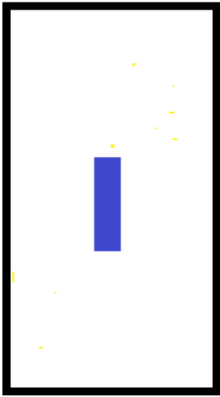
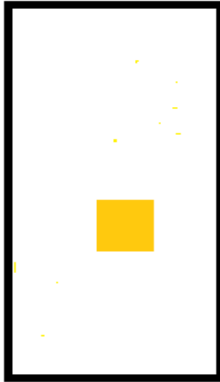
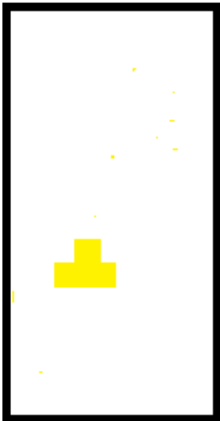
13	F	F	F	F	F	T		".....\n" + ".....\n" + ".....\n" + ".....\n" + "...L..\n" + ".LLL..\n" + ".....\n" + ".....\n"	
14	F	F	F	F	F	F	T	".....\n" + ".....\n" + ".....\n" + ".....\n" + "...LL.\n" + "....L.\n" + "....L.\n" + ".....\n"	

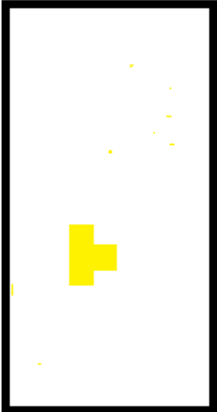
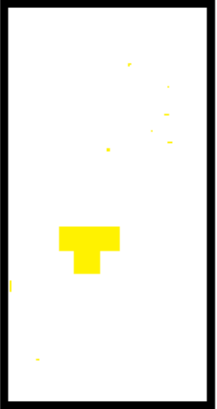
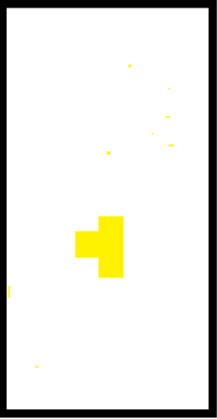
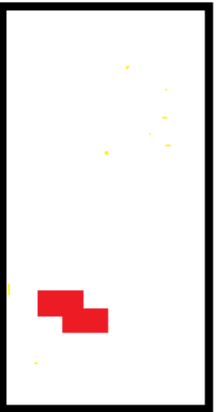
VARIANTS	...	┐	┌	L	┐	┌	TEST CASE	GRAPHICS
15	F	T					".....\n" + ".....\n" + ".....\n" + ".....\n" + "..LLL.\n" + "..L...\n" + ".....\n" + ".....\n"	

16	F	F	T				". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . . L . . \n" + ". . . L . . \n" + ". . LL . . \n" + ". . . . . \n"	
17	F	F	F	T			". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . LLL . . \n" + ". . . L . . \n" + ". . . . . \n" + ". . . . . \n"	
18	F	F	F	F	T		". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . LL . . \n" + ". . L . . . \n" + ". . L . . . \n" + ". . . . . \n"	
19	F	F	F	F	F	T	". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . . . . \n" + ". . L . . . \n" + ". . LLL . . \n" + ". . . . . \n"	

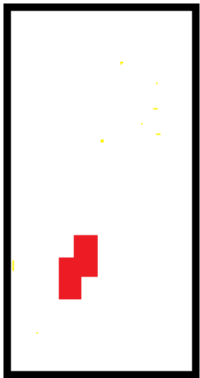
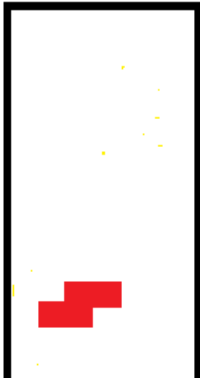
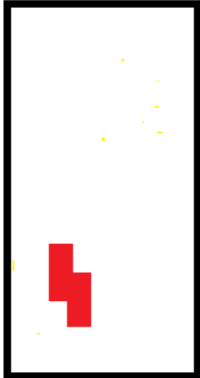
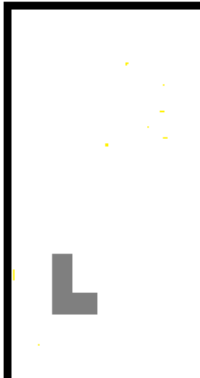
## rotateRight

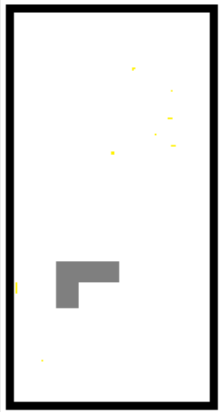
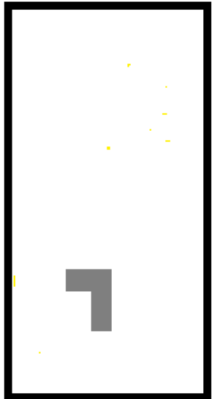
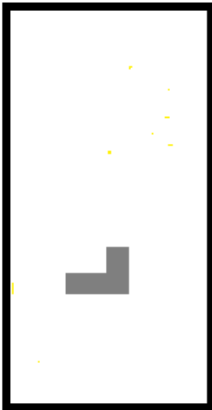
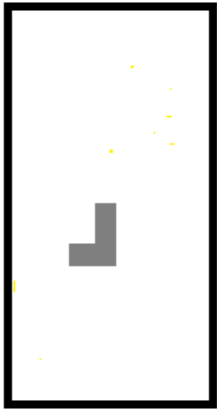


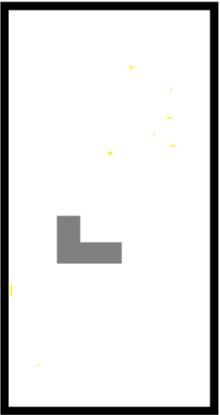
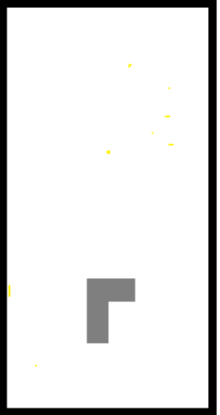
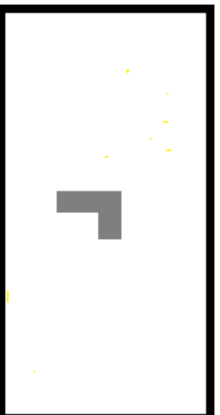
VERIENTS	H	I	O	L	T	T	→	Z	TEST CASE	GRAPHICS
1	T								".....\n" + ".....\n" + ".....\n" + ".....\n" + ".IIII.\n" + ".....\n" + ".....\n" + ".....\n"	
2	F	T							".....\n" + ".....\n" + "...I..\n" + "...I..\n" + "...I..\n" + "...I..\n" + ".....\n" + ".....\n"	
3	F	F	T						".....\n" + ".....\n" + ".....\n" + ".....\n" + "...00.\n" + "...00.\n" + ".....\n" + ".....\n"	
4	F	F	F	T					".....\n" + ".....\n" + ".....\n" + ".....\n" + "..T...\n" + ".TTT..\n" + ".....\n" + ".....\n"	

5	F	F	F	F	T				".....\n" + ".....\n" + ".....\n" + ".....\n" + "..T...\n" + "..TT..\n" + "..T...\n" + ".....\n"	
6	F	F	F	F	F	T			".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + ".TTT..\n" + "..T...\n" + ".....\n"	
7	F	F	F	F	F	F	T		".....\n" + ".....\n" + ".....\n" + ".....\n" + "..T...\n" + ".TT...\n" + "..T...\n" + ".....\n"	
8	F	F	F	F	F	F	F	T	".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + ".ZZ...\n" + "..ZZ..\n" + ".....\n"	

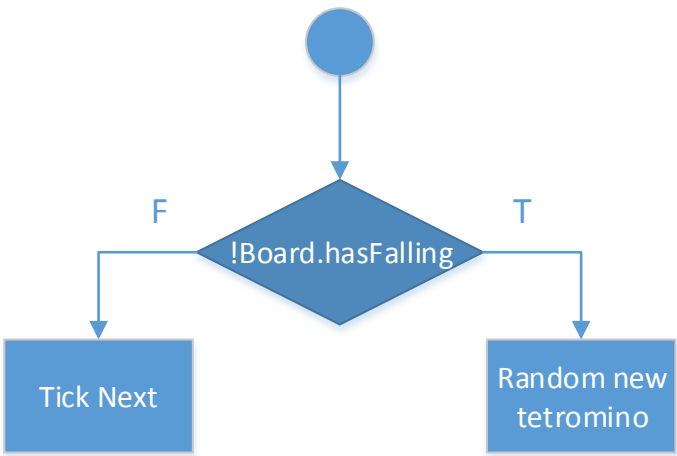


VARIANTS	....	N	ReZ	ReN	L	┐	┑	TEST CASE	GRAPHICS
9	F	T						".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + "...Z..\n" + "..ZZ..\n" + "..Z...\n"	
10	F	F	T					".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + "..ZZ..\n" + ".ZZ...\n" + ".....\n"	
11	F	F	F	T				".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + "..Z...\n" + "..ZZ..\n" + "...Z..\n"	
12	F	F	F	F	T			".....\n" + ".....\n" + ".....\n" + ".....\n" + "..L...\n" + "..L...\n" + "..LL..\n" + ".....\n"	


13	F	F	F	F	F	T		".....\n" + ".....\n" + ".....\n" + ".....\n" + "..LLL.\n" + "..L...\n" + ".....\n" + ".....\n"	
14	F	F	F	F	F	F	T	".....\n" + ".....\n" + ".....\n" + ".....\n" + "...LL.\n" + "....L.\n" + "....L.\n" + ".....\n"	
VARIANTS	...	┐	┌	└	┘	┙	TEST CASE	GRAPHICS	
15	F	T					".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + "....L.\n" + "..LLL.\n" + ".....\n"		
16	F	F	T				".....\n" + ".....\n" + ".....\n" + ".....\n" + "...L...\n" + "...L...\n" + "..LL...\n" + ".....\n"		

17	F	F	F	T			". . . . .\n" + ". . . . .\n" + ". . . . .\n" + ". . . . .\n" + ". . . . .\n" + ".L. . . .\n" + ".LLL. .\n" + ". . . . .\n"	
18	F	F	F	F	T		". . . . .\n" + ". . . . .\n" + ". . . . .\n" + ". . . . .\n" + ".LL. . .\n" + ".L. . . .\n" + ".L. . . .\n" + ". . . . .\n"	
19	F	F	F	F	F	T	". . . . .\n" + ". . . . .\n" + ". . . . .\n" + ". . . . .\n" + ".LLL. .\n" + ". . .L. .\n" + ". . . . .\n" + ". . . . .\n"	

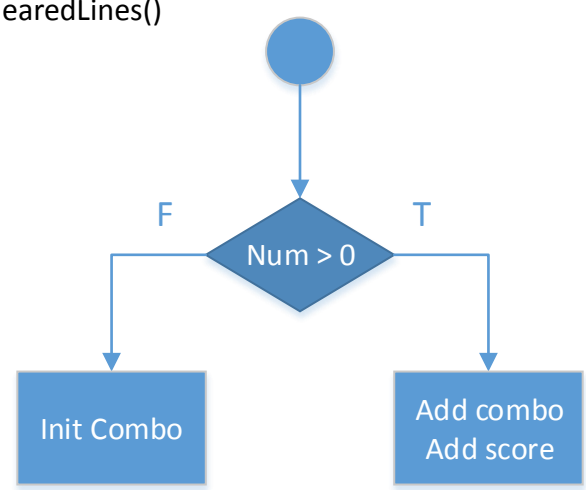
TetrisTimerTask:  
Run()



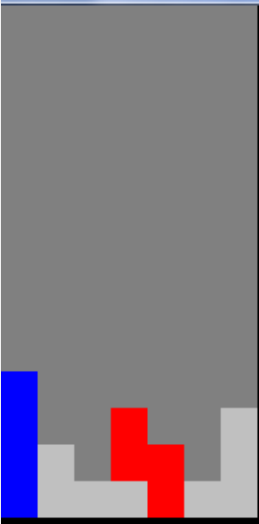
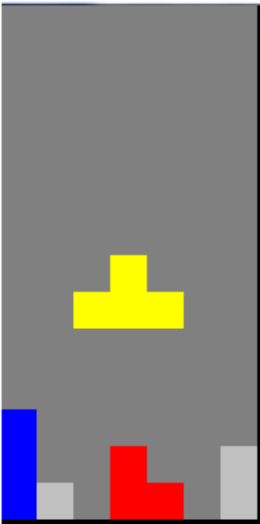
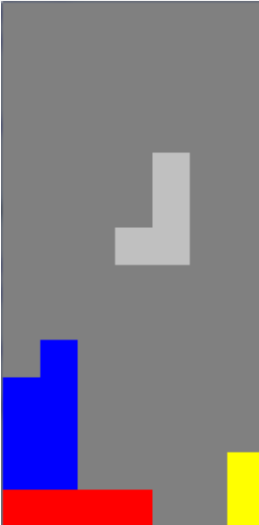
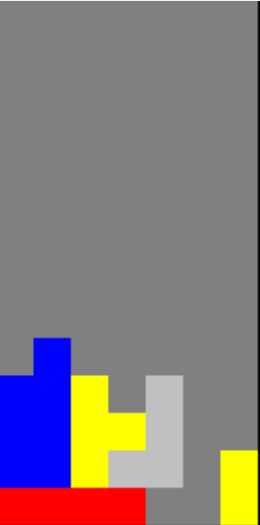
Board(8,6)

VARIENTS	!Board.hasFalling	TEST CASE	GRAPHICS
1	T	".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + ".LLL..\n" + "...L..\n" + ".....\n"	
2	F	".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + ".....\n" + "...T..\n" + "..TTT.\n"	

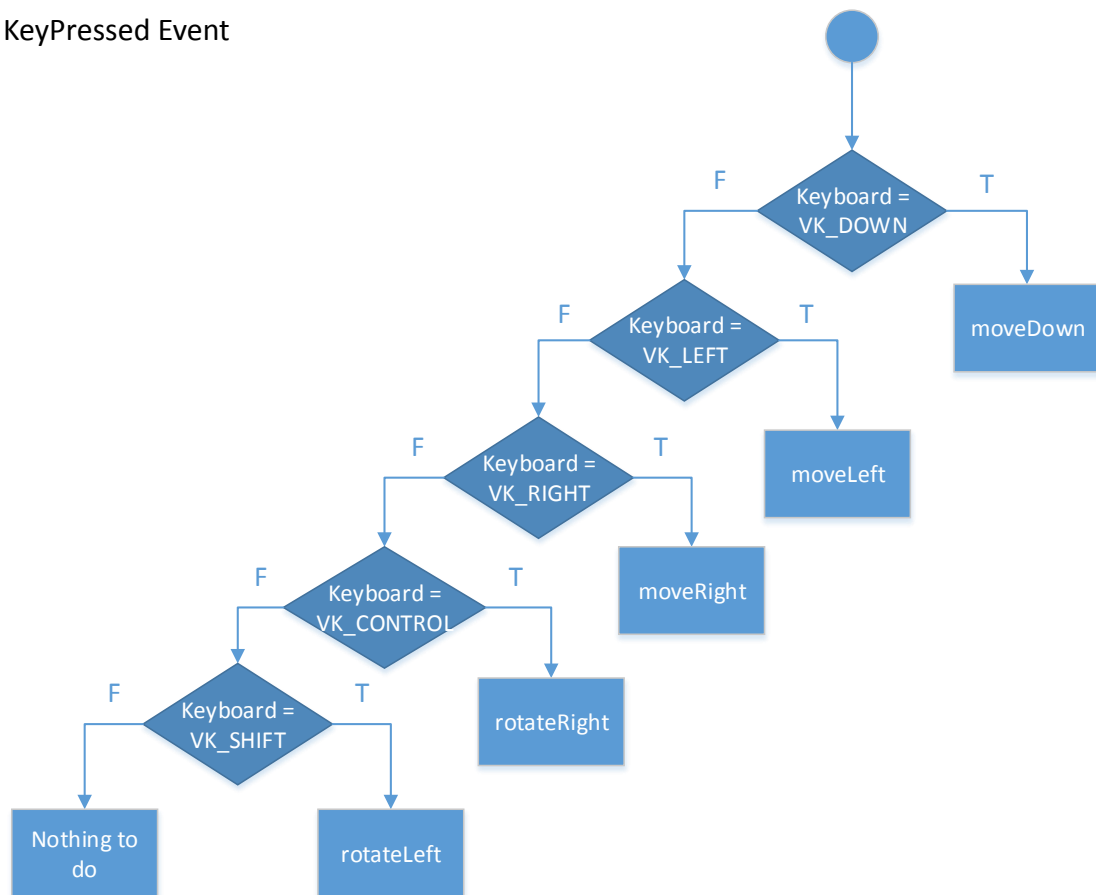
ScoreCounter  
receiveNumberOfClearedLines()



Board(8,6)

VARIENT S	NUM > 0	TEST CASE	CURGRAPHICS	NEXTGRAPHICS
1	T	num = 1		 <div>Score: 10 Combo: 0 Max Combo: 1</div>
2	F	num = 0		 <div>Score: 10 Combo: 0 Max Combo: 1</div>

GamerCotroller  
KeyPressed Event



VARIENTS	VK_DOWN	VK_LEFT	VK_RIGHT	VK_CONTROL	VK_SHIFT	TEST CASE
1	T					Keyboard = VK_DOWN
2	F	T				Keyboard = VK_LEFT
3	F	F	T			Keyboard = VK_RIGHT
4	F	F	F	T		Keyboard = VK_CONTROL
5	F	F	F	F	T	Keyboard = VK_SHIFT

