

HELPER FUNCS

mapCells
mapC
over /

SHAPE ↔ GRID OPS

CANPLACE
SHOW
HIDE
OCCUPY/
MOVE
ROTATE
DROP

GAME PLAY FUNCS

START GAME
RUNNING / SHAPE
TICK
TIME
RESUME
PAUSE

22 <<<SPACE>>>
72 <<<H>>> "help"
80 <<<P>>> "pause"
88 <<<R>>> "resume"
90 <<<D>>> "drop"
92 <<<M>>> "move"
94 <<<R>>> "rotate"
96 <<<T>>> "tick"
98 <<<S>>> "start"

SHAPE METHODS

GETCELLARRAY
GETCOLOR
MOVE
ROTATE

ATTRIBUTES:
- descriptor
- orientation
- position

CONSTRUCTORS:
POSITION

GRID METHODS

COLORCELL
CLEARCELL
OCCUPYCELL
UNOCCUPYCELL
CELLINBOUNDS
CELLOCCUPIED
ELIMINATEFULLROWS
ROWFULL
MOVECELLDOWN
ELIMINATE ROW

ATTRIBUTES:
- COLS
- ROWS
- COLOR
- BORDER
- BACKGROUND
- ROWWATTAY

MESSAGE METHODS

SHOW
HIDE

ATTRIBUTES:

- node

CONSTRUCTORS:

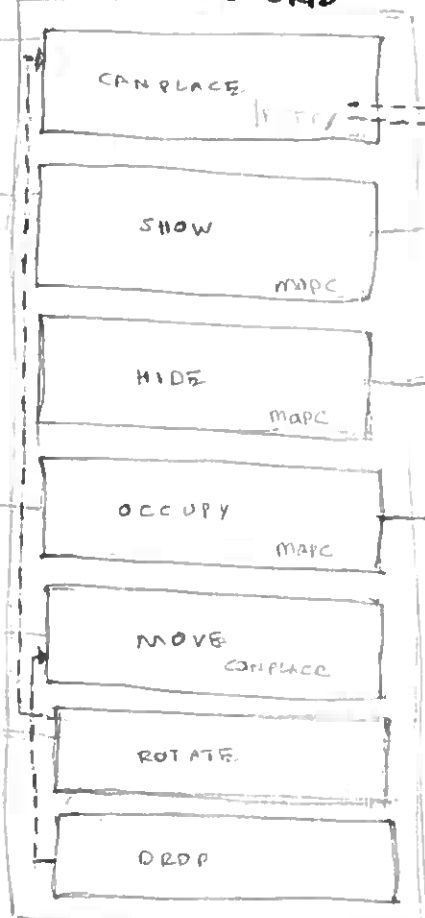
+xt
POSITION
STYLE

CONSTRUCTORS:
COLS
ROWS
COLOR
BORDER
X
Y
WIDTH
HEIGHT
MODE

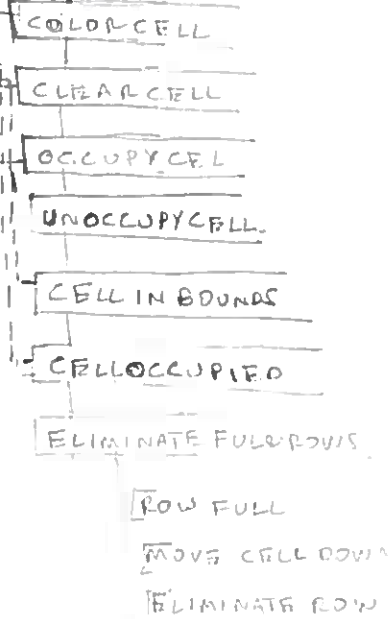
SHAPE



SHAPE ↔ GRID



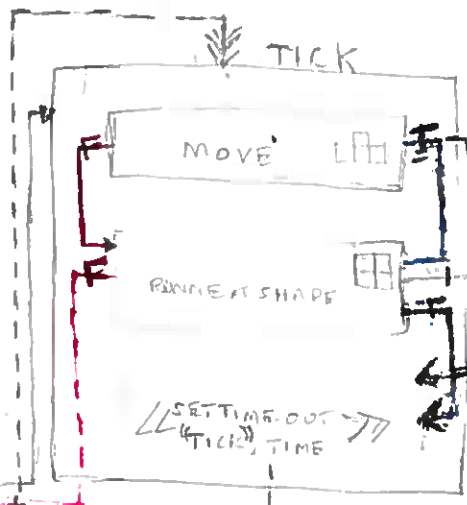
GRID



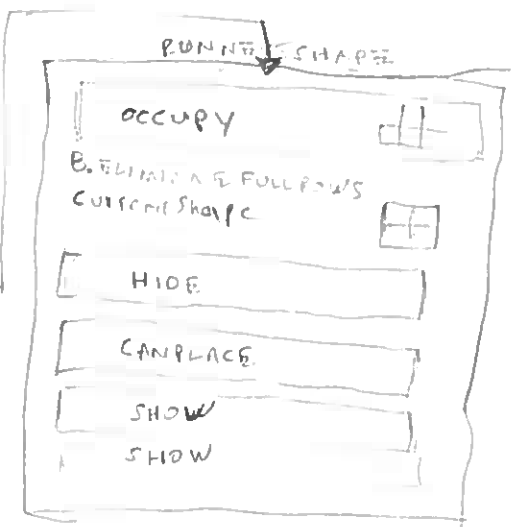
START GAME



TICK



RUNNING SHAPE



GAME OVER