```
Grille
# _grille
#_tailleBlob
+ Grille()
+ ~Grille()
                              Position
+ checkLoose()
+ checkFalling()
                            #
+ checkLanding()
                              _у
+ check()
                            + Position()
+ checkLink()
                            + Position()
+ checkState()
                            + ~Position()
+ checkHole()
                            + x()
+ checkCombo()
                            + y()
+ checkDark()
                            + set X()
+ checkMaxCombo()
                            + set Y()
+ animFallin()
+ switchBlobs()
+ init()
+ operator()()
+ operator()()
# setLink()
                               _posBlobPivot
               grille
                 MoteurPhy
            _taille
            _posBlobPivot
          # _colorMaster
            _colorSlave
            _vitesseBlob
          # _orientation
          # _combo
            _fixed
            _grille
          # _touching
          #_comboting
             falling
            _landing
          # _turningDirect
          #_turningHoraire
          # _speedUp
          + MoteurPhy()
          + ~MoteurPhy()
          + init()
          + colBlobCourant()
          + rotationHoraire()
          + rotationAntiHoraire()
          + gauche()
          + droite()
          + speedUp()
          + speedToNormal()
          + majCombo()
          + fall()
          + moove()
          + combo()
          + nextBlobs()
          + fixed()
          + falling()
          + setFalling()
          + turningDirect()
          + setTurningDirect()
          + turningHoraire()
          + setTurningHoraire()
          + setFixed()
          + setComboting()
          + setCombo()
          + comboting()
          + orientation()
          + majPosition()
          + taille()
          + setLanding()
          + speedUpBool()
          # ligneBlobCourant()
          # ajout Grille()
```