Quadris UML Diagram

Block

+ drawIBlock(): void
+ drawJBlock(): void
+ drawLBlock(): void
+ drawOBlock(): void
+ drawSBlock(): void
+ drawZBlock(): void
+ drawTBlock(): void
+ genBlock(): void
+ getTracex(): int
+ getTracey(): int
+ getBlockx(x:int): int
+ getBlocky(y:int): int
+ getType(): char
+ legalmove(command:string, t:int): bool
+ left(): void
+ right(): void
+ down(): void
+ rotateClock(): void
+ rotateCounter(): void
+ rotate(direct:string): void
+ leftbottom(): void

Board

+ init(r:int, c:int): void
+ genBlock(type1:char, type2:char): void
+ left(t:int): void
+ right(t:int): void
+ down(t:int): void
+ rotate(t:int, direct:string): void
+ drop(type:char): void
+ gen(): void
+ checkfull(r:int): bool
+ clearRow(): void
+ drawBoard(): void
+ gameover(): void
+ skip(type:char): void
+ friend operator«(out:ostream&, b:Board&): ostream&

Game

+ start(): void
+ end(): void
+ srtLevel(n:int): void
+ textonly(): void
+ setfile(s:string): void
+ restart(): void
+ reafile(): string
+ genlevelblock(level:int): char

Cell

+ getX(): int
+ getY(): int
+ getLevel(): int
+ getType(): char
+ setType(c:char): void
+ drawCell(): void
+ undrawCell(): void
+ friend operator«(out:ostream&, c:Cell&): ostream&

Xwindow

+ fillRectangle(int,int,int,int,int): void
+ drawString(int,int,string,int): void