

1.) et the shapes

2) Tetris constructor will create the board.

3) ~~Add~~ function will work without rotated, and its position will be top of the middle of the board.

4) Fit function will give us the rotated shape and move it and drop it.

5) Draw function will draw the board starting with the top.

6) Animate function will animate the shape

- In Animate function:

Draw() will be called,

Fit() will be called. → In fit rotate is called.

b.length = 7;  
b.height = 7;



$$5 - 4 = 3$$

$$b.length = 3$$

$$t = 3$$

$$k = 5$$



$$k = 3$$

false

$$i = 4, j = 5$$

if (best fit)

return  
another  
shape

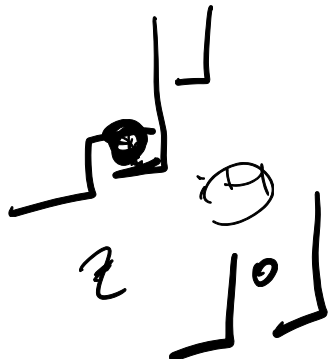
return false

(check first best fit)

X	X	X	X	X	X	X	
X					L	X	
X			L	L	L	X	
X	-					X	
X	-	S	S			X	
X	S	S				X	
X	X	X	X	X	X	X	X

$$i = 4$$

0 1 2 3 4 5 6



$$i = x \rightarrow \text{then } k = k$$

$$i = x + 1 \text{ then}$$

$$\text{for } i = 1 \text{ to } 7$$