

TETRIS

boolean gameOver()
Tetrimino curPiece
int grid[7][7]
int curPos[7]
Queue < Tetrimino > shapes;

setUp()
draw()
fillQ()
getShape()
displayShape()
keyPressed()
drop()



TETRIMINO

int shape[7][7]
int color

Tetrimino()
getX(int)
getY(int)
getMaxX()
getMaxY()
getColor()
rotateCW()
rotateCCW()