Step 1: Getting the starter code

Explore the provided code for the Tetrominos user interface, in preparation for writing the game.

To get you started, and let you focus on practicing Java skills rather than writing user interface code, I have written the complete Tetrominos class and a little bit of the Board class. To use them, create a class for each using Eclipse, and cut-and-paste the code for each class into Eclipse. The code is below in the two tabs of the code window. Don't worry yet about how this code works; we'll go over it soon.

Once you have added this code to your Eclipse project, use Eclipse to run Tetrominos.java. You should see a window with a black background, containing a blue rectangle.

Tetrominos.java | Board.java

```
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.awt.event.KeyEvent;
import java.awt.event.KeyListener;

import javax.swing.JFrame;
import javax.swing.Timer;

// The class that sets up the user interface
// for the Tetrominos game. You will not need to
// edit this file, but it might be worth reading through it.

class Tetrominos {

        private static void createAndShowGUI() {
                //Create and set up the window.
                JFrame frame = new JFrame("Tetrominos!");
                frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

                Board board = new Board(16, 32);

                frame.getContentPane().add(board);

                //Display the window.
                frame.pack();
                frame.setResizable(false);
                frame.setVisible(true);
```

```
		Timer timer = new Timer(300, new ActionListener() {
			public void actionPerformed(ActionEvent evt) {

				board.nextTurn();
			}

		});

		frame.addKeyListener(new KeyListener() {
			public void keyPressed(KeyEvent e) {
				int key = e.getKeyCode();
				//System.out.println("key pressed " + e.getKeyCode());
				if(key == KeyEvent.VK_D) {
					board.rotateLeft();
				} else if (key == KeyEvent.VK_G) {
					board.rotateRight();
				} else if (key == KeyEvent.VK_S) {
					board.slide(-1);
				}  else if (key == KeyEvent.VK_F) {
					board.slide(1);
				}
			}

			@Override
			public void keyTyped(KeyEvent e) {
			}

			@Override
			public void keyReleased(KeyEvent e) {
			}
		});

		timer.start();
	}

	public static void main(String[] args) {
		javax.swing.SwingUtilities.invokeLater(new Runnable() {
			public void run() {
				createAndShowGUI();
			}
		});

	}

}
```