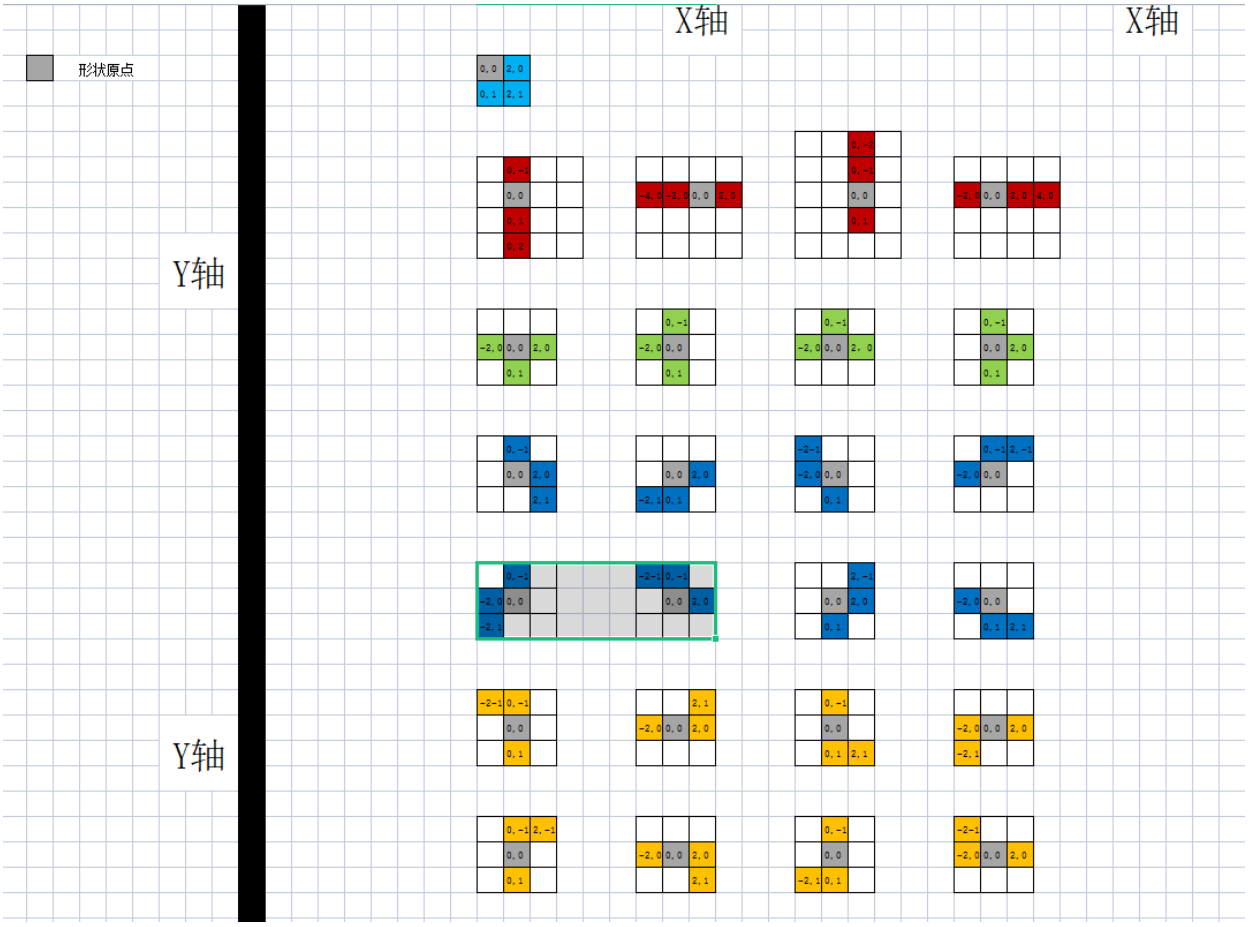
5：方块信息类



根据上图添加对应的数组到方块类的list中去：

```
namespace 俄罗斯方块
{
    1 个引用
    class BlockInfo
    {
        //方块信息坐标的容器
        private List<Position[]> list;

        /// <summary>
        ///     提供外部获取 形态有几种
        /// </summary>
        /// <param name="index"></param>
        /// <returns></returns>
        0 个引用
        public int Count
        {
            get => list.Count;
        }

        0 个引用
        public BlockInfo(E_DrawType type)
        {
            list = new List<Position[]>();


            switch (type)
            {
                case E_DrawType.Cube:
                    list.Add(new Position[3]{
                        new Position(2,0),
                        new Position(2,1),
                        new Position(0,1)
                    });
                    break;
                case E_DrawType.Line://柱子型
                    list.Add(new Position[3]
                    {
                        new Position(0,-1),
                        new Position(0,1),
                        new Position(0,2)
                    });
```

```
case E_DrawType.Tank:
    list.Add(new Position[3]
    {
        new Position(-2,0),
        new Position(2,0),
        new Position(0,1),
    });
    list.Add(new Position[3]
    {
        new Position(0,-1),
        new Position(-2,0),
        new Position(0,1),
    });
    list.Add(new Position[3]
    {
        new Position(0,-1),
        new Position(-2,0),
        new Position(2,0),
    });
    list.Add(new Position[3]
    {
        new Position(0,-1),
        new Position(2,0),
        new Position(0,1),
    });
    break;
```

在添加一个索引器，方便外部访问类中的list数组数据：

```
/// <summary>
///  提供给外部根据索引快速获取 位置偏移信息的位置
/// </summary>
/// <param name="index"></param>
/// <returns></returns>
 0 个引用
public Position[] this[int index]
{
    get
    {
        if (index <= 0) return list[0];
        if (index >= list.Count - 1) return list[list.Count - 1];
        return list[index];
    }
}
```