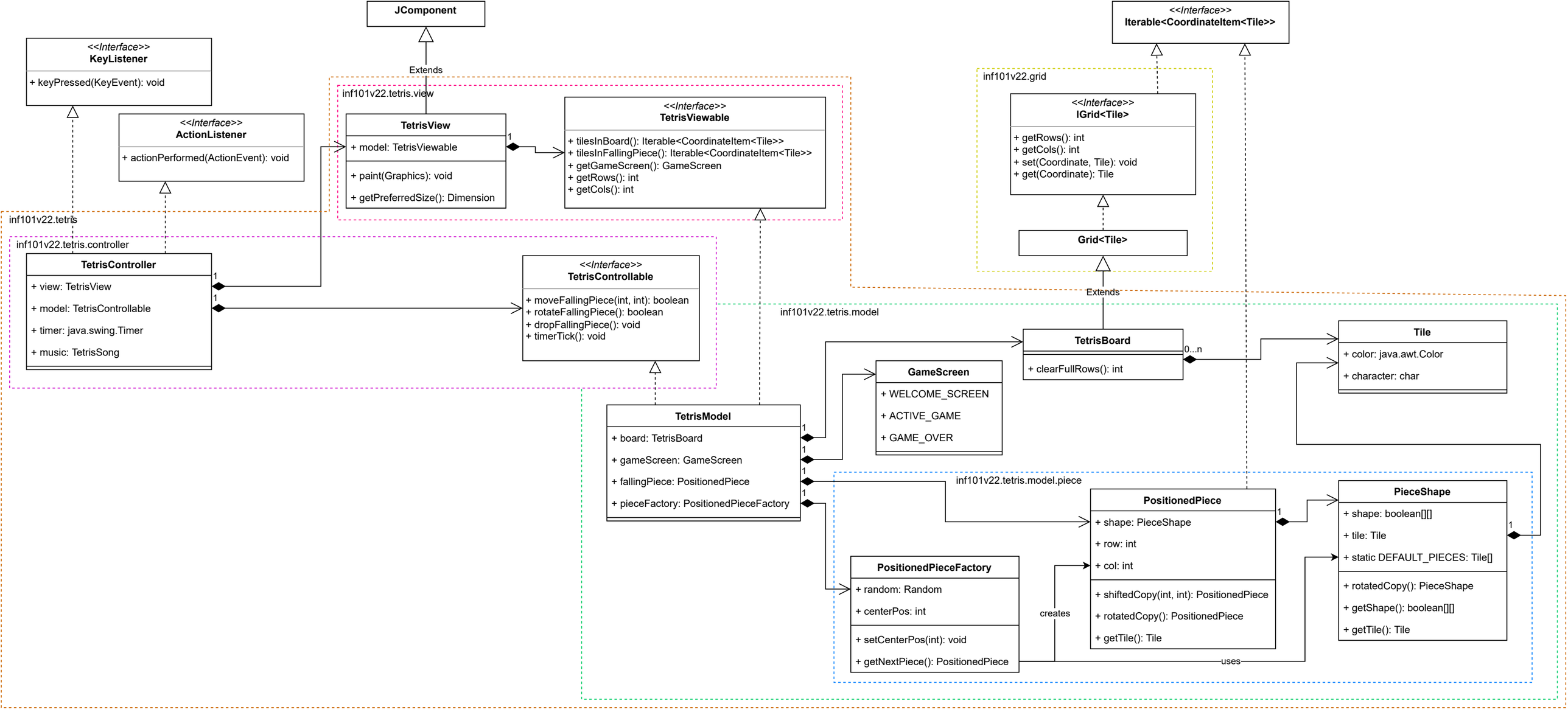
JComponent
Extends
<<Interface>>
KeyListener
+ keyPressed(KeyEvent): void
<<Interface>>
ActionListener
+ actionPerformed(ActionEvent): void
inf101v22.tetris.view
TetrisView
+ model: TetrisViewable
+ paint(Graphics): void
+ getPreferredSize(): Dimension
1
<<Interface>>
TetrisViewable
+ tilesInBoard(): Iterable<CoordinateItem<Tile>>
+ tilesInFallingPiece(): Iterable<CoordinateItem<Tile>>
+ getGameScreen(): GameScreen
+ getRows(): int
+ getCols(): int
inf101v22.tetris
inf101v22.tetris.controller
TetrisController
+ view: TetrisView
+ model: TetrisControllable
+ timer: java.swing.Timer
+ music: TetrisSong
1
1
<<Interface>>
TetrisControllable
+ moveFallingPiece(int, int): boolean
+ rotateFallingPiece(): boolean
+ dropFallingPiece(): void
+ timerTick(): void
<<Interface>>
Iterable<CoordinateItem<Tile>>
inf101v22.grid
<<Interface>>
IGrid<Tile>
+ getRows(): int
+ getCols(): int
+ set(Coordinate, Tile): void
+ get(Coordinate): Tile
Grid<Tile>
Extends
inf101v22.tetris.model
TetrisBoard
+ clearFullRows(): int
0...n
Tile
+ color: java.awt.Color
+ character: char
GameScreen
+ WELCOME_SCREEN
+ ACTIVE_GAME
+ GAME_OVER
TetrisModel
+ board: TetrisBoard
+ gameScreen: GameScreen
+ fallingPiece: PositionedPiece
+ pieceFactory: PositionedPieceFactory
1
1
1
1
inf101v22.tetris.model.piece
PositionedPiece
+ shape: PieceShape
+ row: int
+ col: int
+ shiftedCopy(int, int): PositionedPiece
+ rotatedCopy(): PositionedPiece
+ getTile(): Tile
1
PieceShape
+ shape: boolean[][]
+ tile: Tile
+ static DEFAULT_PIECES: Tile[]
+ rotatedCopy(): PieceShape
+ getShape(): boolean[][]
+ getTile(): Tile
1
PositionedPieceFactory
+ random: Random
+ centerPos: int
+ setCenterPos(int): void
+ getNextPiece(): PositionedPiece
creates
uses