

Solutions

Chapter 10: Project: Programming an object-oriented game

Skill builder: OOP concepts, page 75

Table 10.1

Classes	Properties or attributes	Methods or behaviours	Instances
Playing board	Shape Colour Sound effects Music Dimensions	Gravity	1 × playing board
Playing piece	Shape Colour Orientation Outline of shape at bottom edge of board	Position vertically Position horizontally Rotation Flash effect	7 × Tetrominoes
High score gallery	Stored values matched to players' names	Add Delete	1 × gallery
Up next	Shape Colour		1 × instance
On hold	Pieces held (with shape, colour)	Max number pieces allowed	1 × instance