

Начало

BeginPlay

GameOver := false;
SnakeLife := 5;
SnakeSpeed := MIN_SNAKE_SPEED;

InitPlayingField

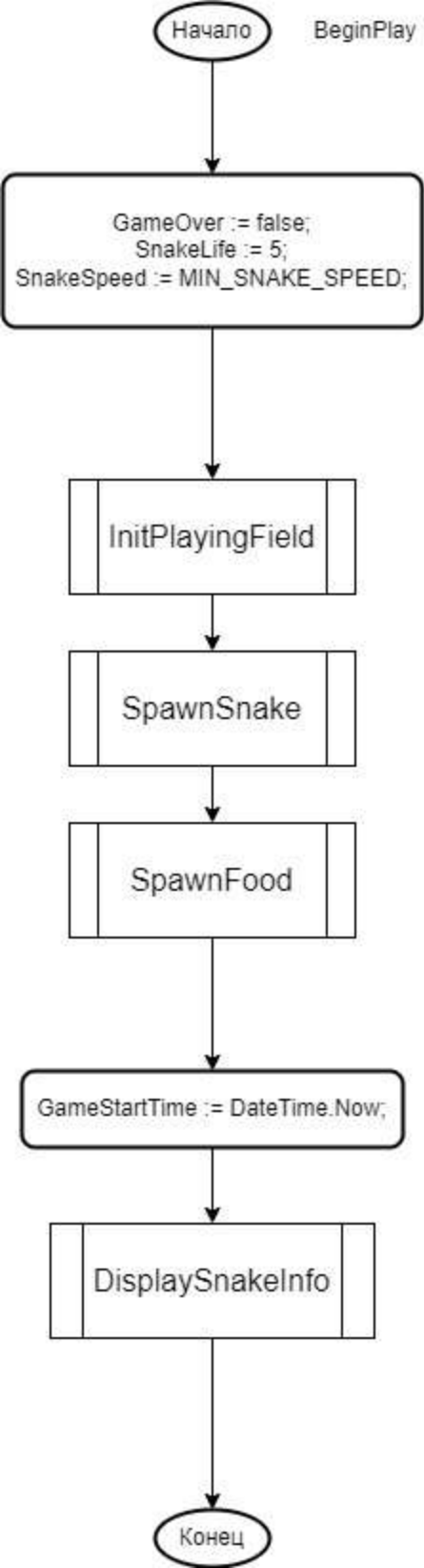
SpawnSnake

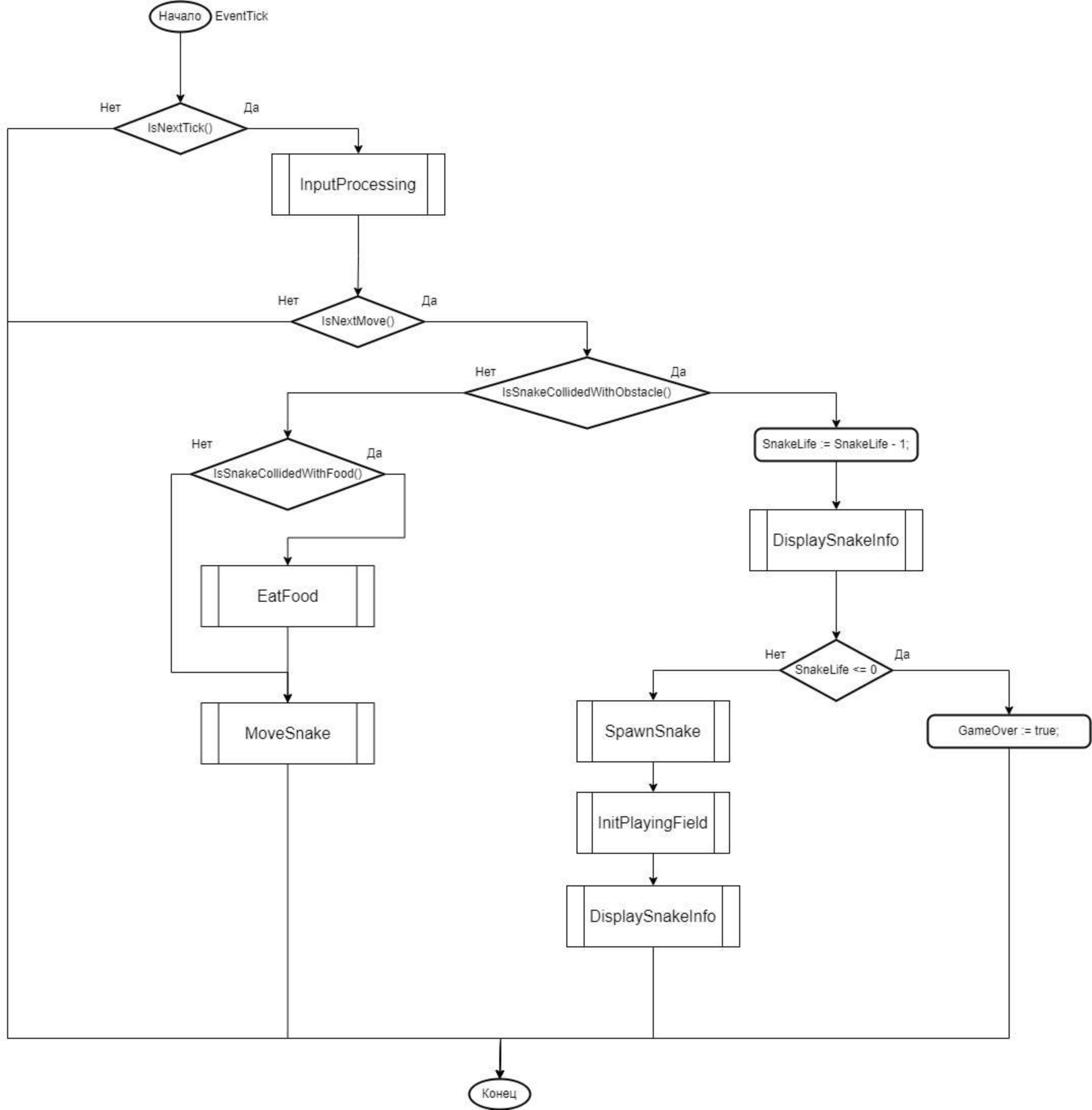
SpawnFood

GameStartTime := DateTime.Now;

DisplaySnakeInfo

Конец



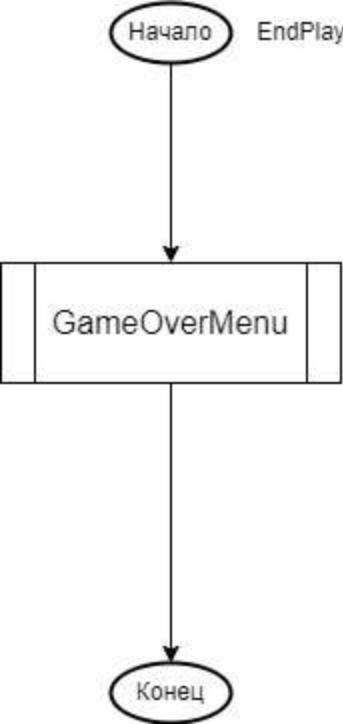


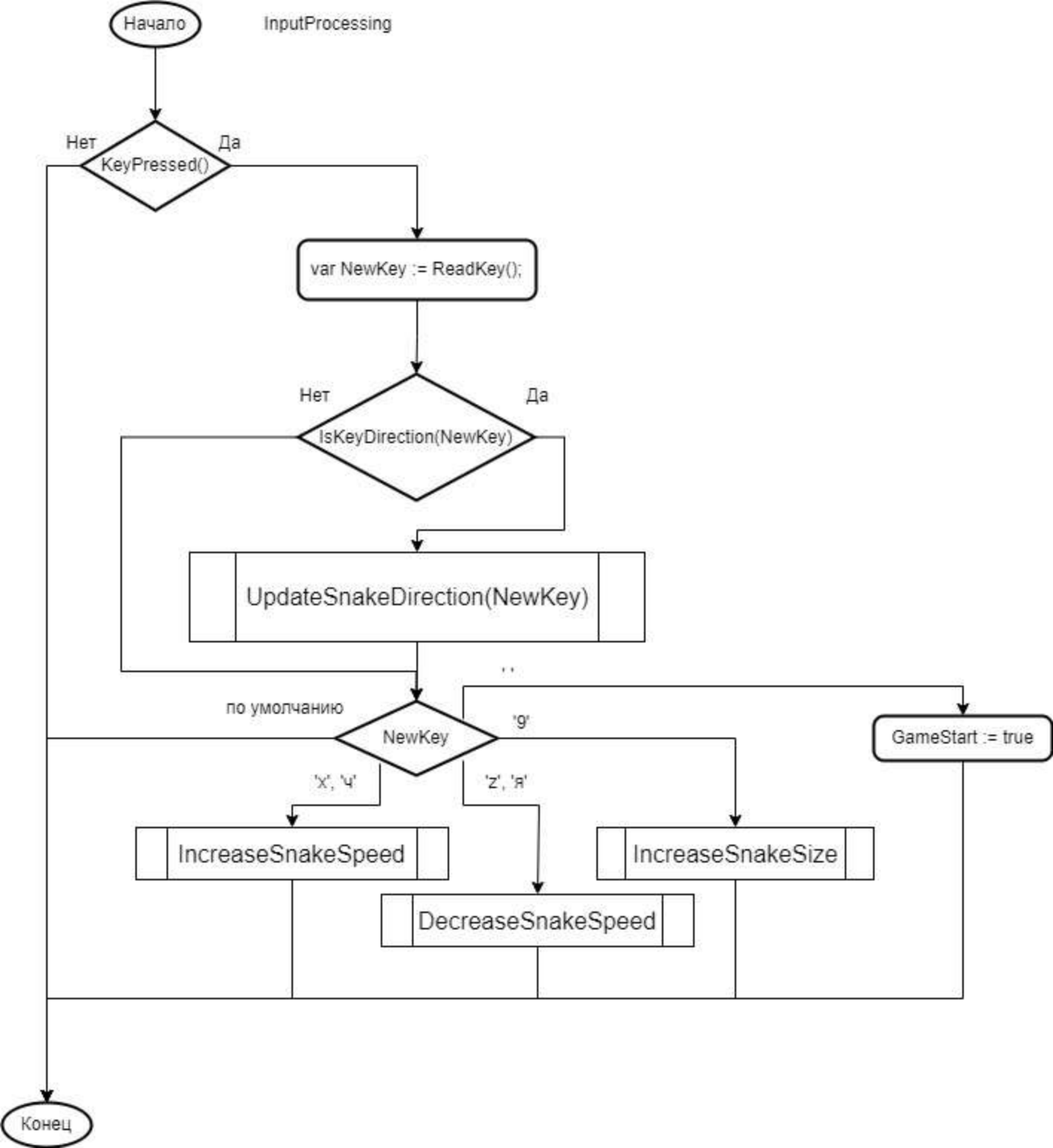
Начало

EndPlay

GameOverMenu

Конец





Начало

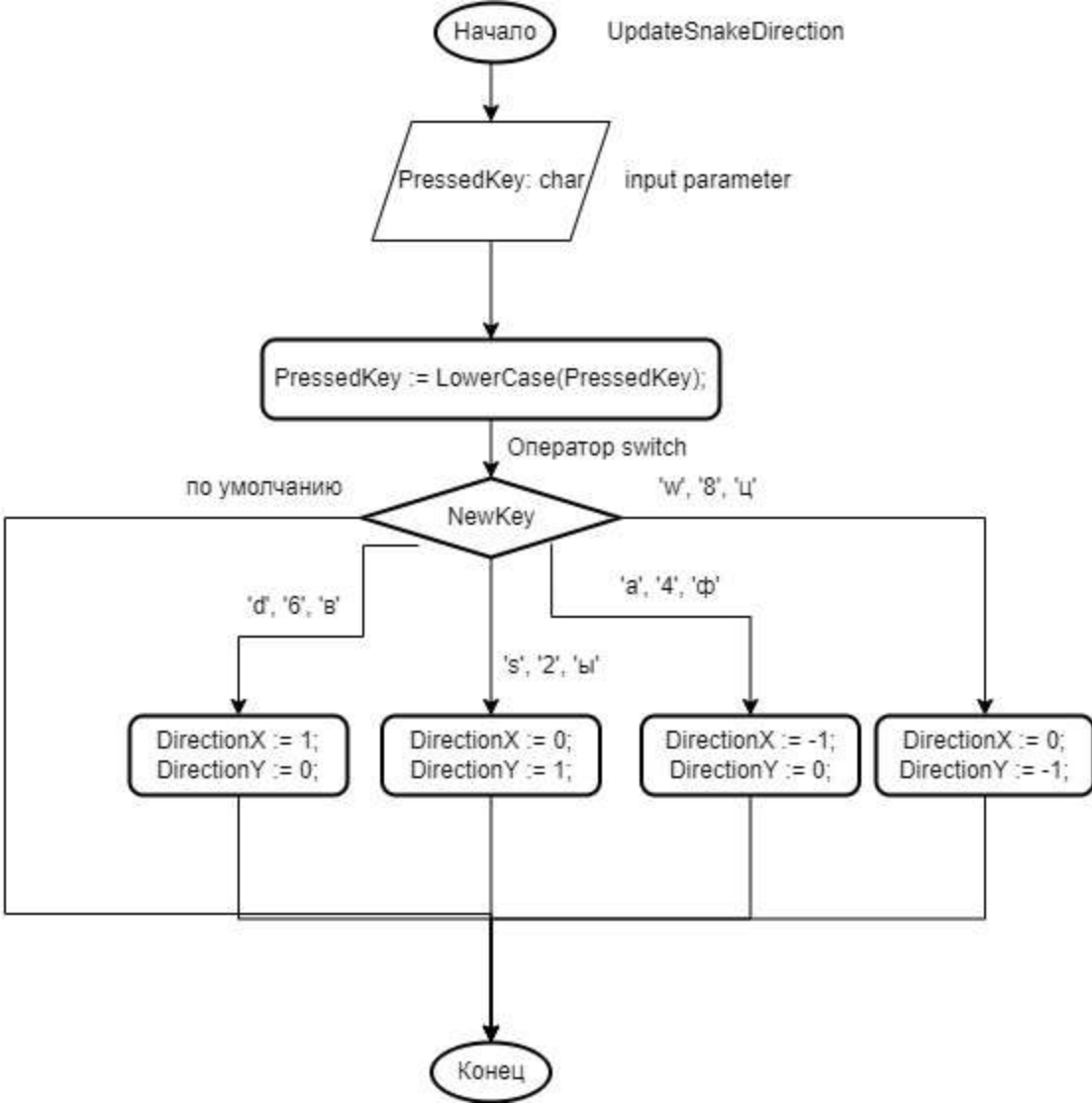
IsKeyDirection

Key: char

input parameter

```
result := ((Key = 'w') or (Key = '8') or (Key = 'ц') or  
(Key = 'a') or (Key = '4') or (Key = 'ф') or  
(Key = 's') or (Key = '2') or (Key = 'ы') or  
(Key = 'd') or (Key = '6') or (Key = 'в'));
```

Конец



Начало

InitPlayingField

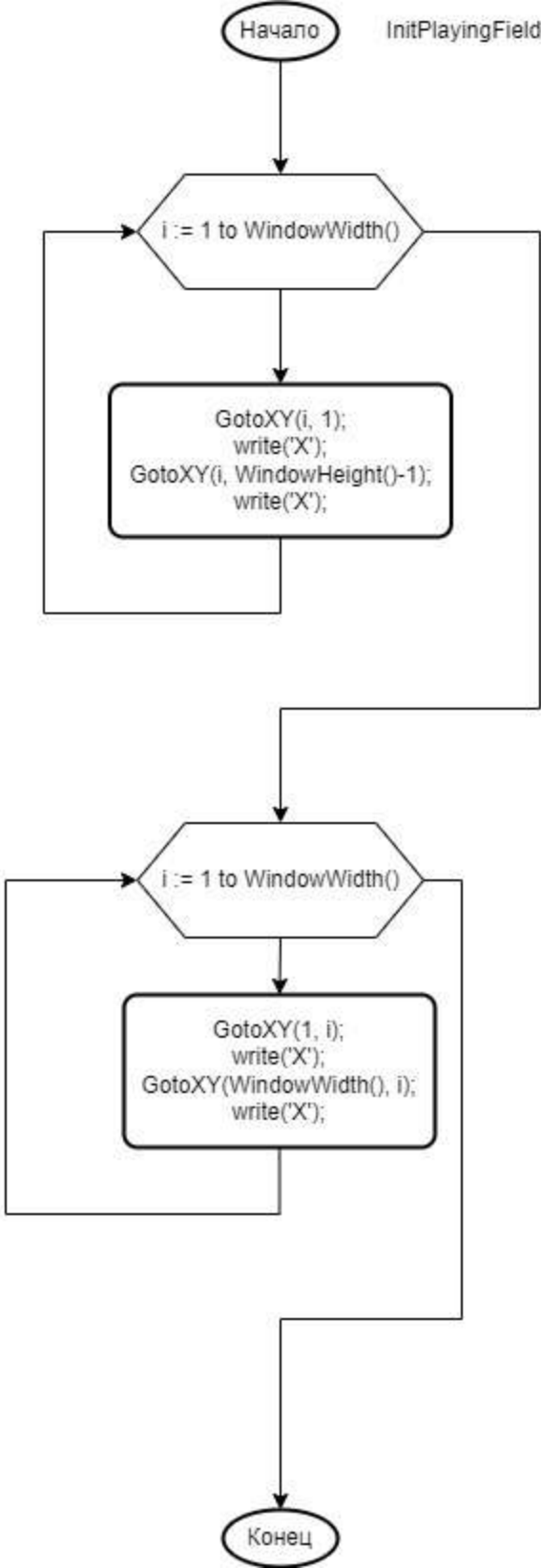
i := 1 to WindowWidth()

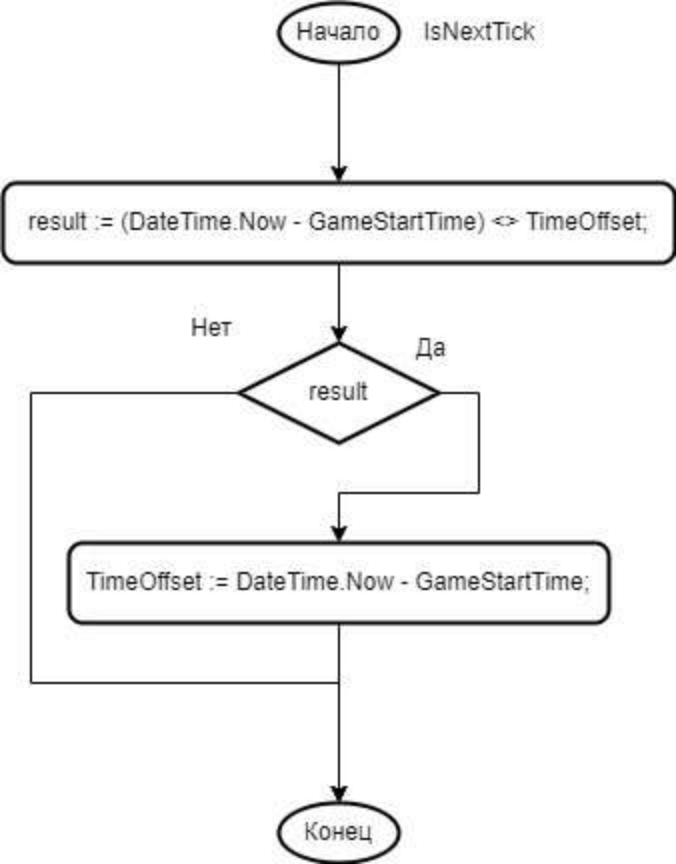
GotoXY(i, 1);
write('X');
GotoXY(i, WindowHeight()-1);
write('X');

i := 1 to WindowWidth()

GotoXY(1, i);
write('X');
GotoXY(WindowWidth(), i);
write('X');

Конец



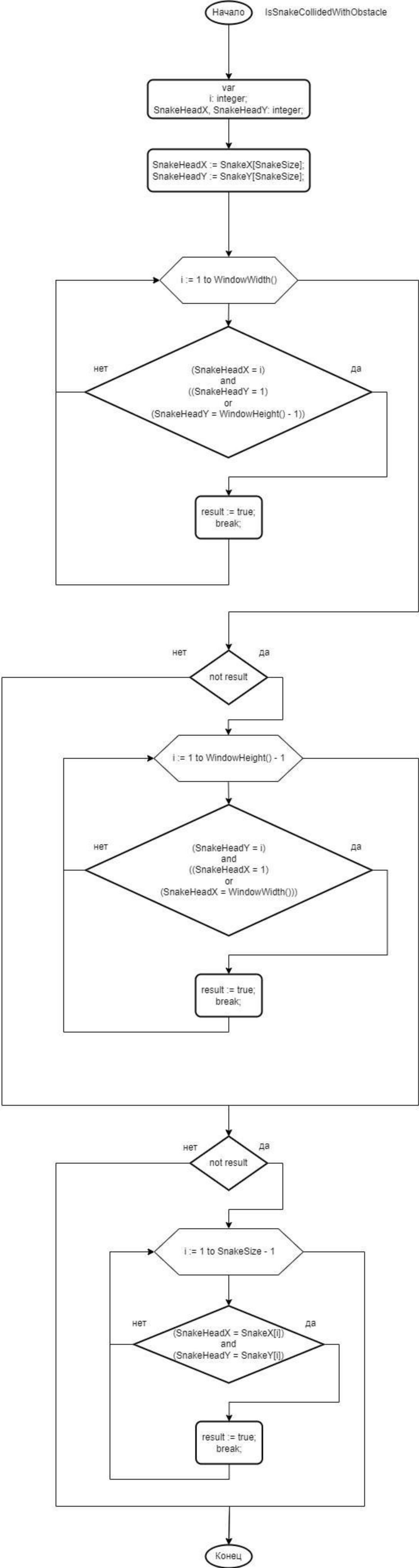


Начало

IsNextMove

result := (Trunc(TimeOffset.TotalMilliseconds) mod
(ONE_SEC_IN_MS div SnakeSpeed)) = 0;

Конец



Начало

IsSnakeCollidedWithFood

result := (SnakeX[SnakeSize] = FoodX)
and
(SnakeY[SnakeSize] = FoodY);

Конец

Начало

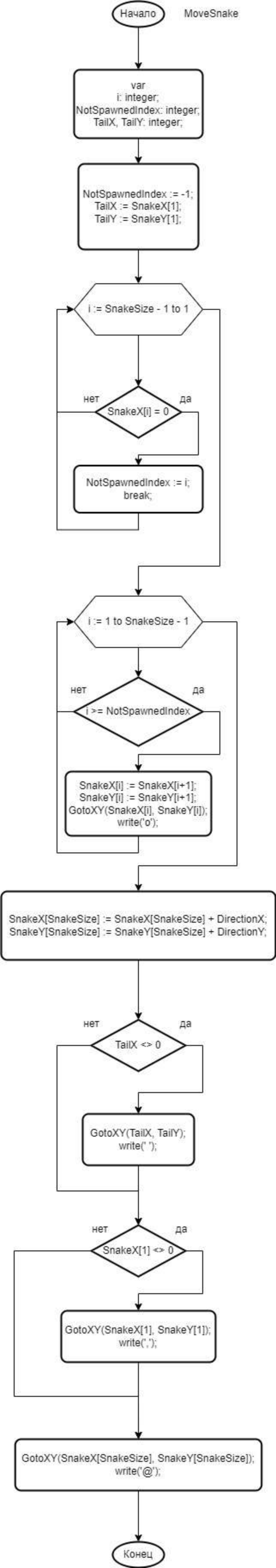
SpawnSnake

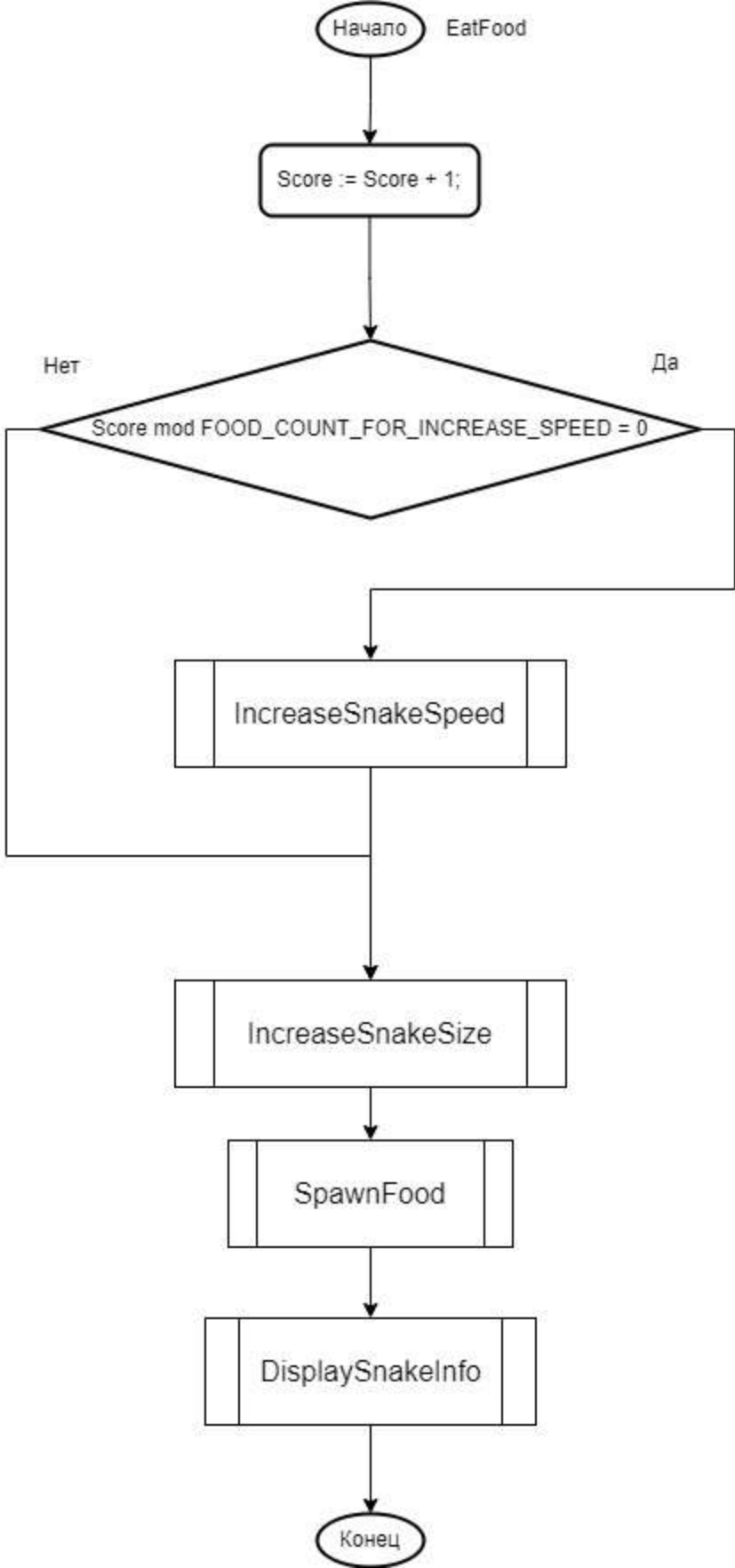
RemoveSnake

```
SnakeSize := MIN_SNAKE_SIZE;  
SnakeDirX := 1;  
SnakeDirY := 0;  
SnakeX[SnakeSize] := 2;  
SnakeY[SnakeSize] := 2;
```

```
GotoXY(2, 2);  
write('@');
```

Конец





Начало

RemoveSnake

i := 1 to SnakeSize

нет

да

SnakeX[i] <> 0

```
GotoXY(SnakeX[i], SnakeY[i]);  
write(' ');  
SnakeX[i] := 0;  
SnakeY[i] := 0;
```

Конец

