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| SnakeInfo |
| -Int ASSIGNEDHEIGHT  -Int ASSIGNEDLENGTH  +SnakeInfo()  +[getLength](file:///C:\\Users\\ameen\\Desktop\\snakeFinal\\dist\\javadoc\\finalGame\\SnakeInfo.html" \l "getLength--)() int  +[getRectangle](file:///C:\\Users\\ameen\\Desktop\\snakeFinal\\dist\\javadoc\\finalGame\\SnakeInfo.html" \l "getRectangle-double-double-)(double a, double b)  +[getSnake](file:///C:\\Users\\ameen\\Desktop\\snakeFinal\\dist\\javadoc\\finalGame\\SnakeInfo.html" \l "getSnake--)()  +[hungry](file:///C:\Users\ameen\Desktop\snakeFinal\dist\javadoc\finalGame\SnakeInfo.html#hungry--)() void  +[shake](file:///C:\Users\ameen\Desktop\snakeFinal\dist\javadoc\finalGame\SnakeInfo.html#shake-double-double-)(double a, double b) void |
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| SnakeGame |
| +[SnakeGame](file:///C:\\Users\\ameen\\Desktop\\snakeFinal\\dist\\javadoc\\finalGame\\SnakeGame.html" \l "SnakeGame--)()  +start()  +main() |

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| SnakeMeal |
| -Int TALLNESS  +[SnakeMeal](file:///C:\\Users\\ameen\\Desktop\\snakeFinal\\dist\\javadoc\\finalGame\\SnakeMeal.html" \l "SnakeMeal--)() |
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| SnakePane |
| -Int DOWN  -int TOP  -int LEFTSIDE  -int RIGHTSIDE  +[SnakePane](file:///C:\\Users\\ameen\\Desktop\\snakeFinal\\dist\\javadoc\\finalGame\\SnakePane.html" \l "SnakePane--)()  +[pause](file:///C:\Users\ameen\Desktop\snakeFinal\dist\javadoc\finalGame\SnakePane.html#pause--)() void  +[play](file:///C:\Users\ameen\Desktop\snakeFinal\dist\javadoc\finalGame\SnakePane.html#play--)() void  +[setDirection](file:///C:\\Users\\ameen\\Desktop\\snakeFinal\\dist\\javadoc\\finalGame\\SnakePane.html" \l "setDirection-int-)(int direction) void  #[snakeMovement](file:///C:\\Users\\ameen\\Desktop\\snakeFinal\\dist\\javadoc\\finalGame\\SnakePane.html" \l "snakeMovement-int-)(int path) protected void |
|  |