



**MVPS's
RAJARSHI SHAHU MAHARAJ POLYTECHNIC,
NASIK**

SUBJECT

Advance Java Programming (22517)

MICRO-PROJECT ON

“Snake Game Using Java Swing”

Submitted By

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**COMPUTER TECHNOLOGY DEPARTMENT
ACADEMIC YEAR 2023-24**



Maratha Vidya Prasarak Samaj's

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DEPARTMENT OF COMPUTER TECHNOLOGY

ACADEMIC YEAR 2023-24



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This is to certify that Mr. /Ms. **JAGTAP DEVAL SANJAY** Roll No.:- **07** of Fifth Semester of Diploma in Computer Technology (CM-5-I) of Institute **M.V.P.S's RAJARSHI SHAHU MAHARAJ POLYTECHNIC, NASHIK-13, (InstituteCode-1002)** has successfully completed the Micro Project on “**Snake Game Using Java Swing**” in the course **Advance Java Programming (22517)** for the academic year 2023-24 as prescribed in curriculum of MSBTE, Mumbai.

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Abstract

Advanced Java provides instructions for a computer to carry out functions. Essentially, the code tells the computer what to do in terms it can understand. One of Java's distinguishing characteristics is that it runs on a variety of computer systems. This is possible with the Java virtual machine (JVM), which converts Java code into code each specific computer can use. Advanced Java uses a concept called servlet technology. Servlets are components that generate automatic responses to requests coming in from online users. Once the servlet generates a response, it sends it to the web server, and the web server sends its own response to display on the user's screen.

It's a GUI-based project used with the swing library to organize all the elements that work under the Snake game. We are going to make a GUI for the classic Snake Game in Java. The player can control the snake with the arrow keys and eat food as it grows on the screen. We'll start by creating a new project from scratch, then create and draw our user interface elements. Finally, we'll add some event handlers and update the graphics when the player interacts with them. Snake game is a computer action game, whose goal is to control a snake to move and collect food in a map. In this paper we develop a controller based on movement rating functions considering smoothness, space, and food.



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