

You are required to write a **Snake** game. Description: In a 10x10 game region, the “X” represents a wall at the border and there are a snake (snake body is x and snake head is *) and food (denoted as o) in the game region. Initially, the length of the snake is 3. When the snake eats a food, the length increases by 1 (the maximum length is 10). After the food is eaten, the new food will be generated at a random position. However, the food doesn't appear on the wall and over the snake. The game is over if and only if the snake eats itself or hits the wall. Your program needs to use a **Thread** so that the snake automatically goes forward every second. You can control the direction of the snake's movement by inputting the 'w', 'a', 's', 'd'.

Problems @ Javadoc

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```
final_test [Java Application] C
X X X X X X X X
X      x x      X
X      x      X
X      x x x x *|
X                      X
X                      X
X                      X
X                      X
X              o      X
X X X X X X X X X X
Game Over!!!
```

2.

(40%) 請依序讀出 *number.txt* 的兩列(row)字串並忽略非數字的部分在 class *Cal* 內進行相加。要注意的是這兩個數字皆大於 **integer, float, double, and long** 的最大值，故無法宣告為這些型態進行相加。

限制 1： class *Cal* 的建構元內只能附值給區域變數 *s1,s2*

限制 2： *Add()* 函數回傳型態為 **String** 的加總結果

限制 3： *Write()* 函數將讀出的兩個數字以及總和寫入 *result.txt*，每個數字必須分隔一行。

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限制 4： 找不到 *number.txt* 時輸出 "Can't find number.txt" 和例外類別

You are required to load the string sequentially from two rows of *number.txt*. You need to filter out the alphabet then you can get two numbers. **Both of numbers are greater than the maximum value of type integer, float, double and long, so you can't declare them as these types.**

Limit 1： The constructor of class *Cal* can only assign value to local variables *s1,s2*.

Limit 2： *Add()* returns the sum with a type of string.

Limit 3： *Write()* writes two numbers and the sum to *result.txt* and each number must be separated by one line

Limit 4： When *number.txt* isn't found, output "Can't find number.txt" and exception category.

```
class Cal
{
    static String s1;
    static String s2;

    public Cal(String s1,String s2) // 不能更改此行 ( Can't revise this line )
    {
        // To Do
    }

    String Add() {

        // To Do

        return "";
    }

    void write(String s1,String s2,String s)
    {
        // To Do
    }
}
```