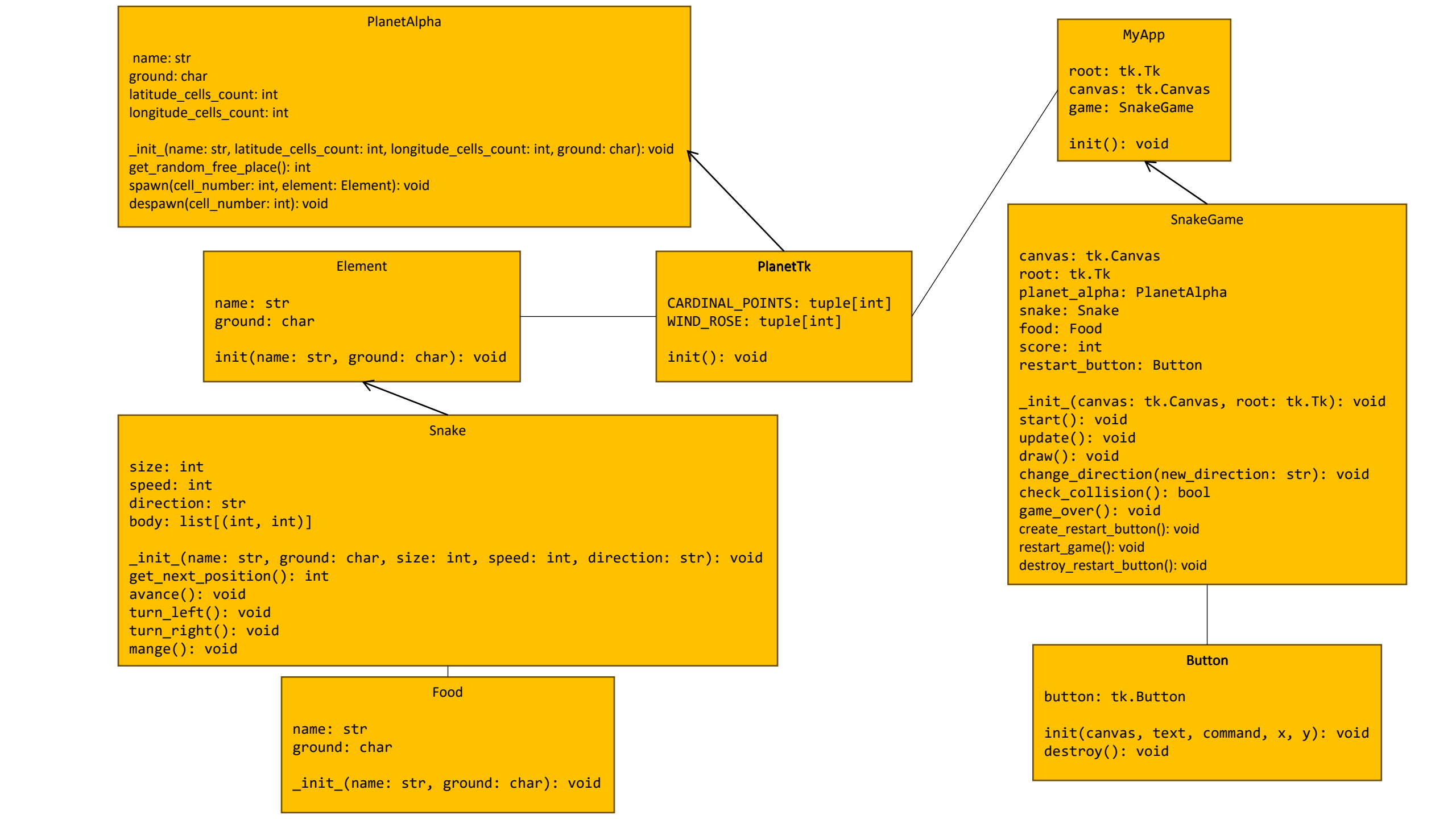
PlanetAlpha
name: str
ground: char
latitude_cells_count: int
longitude_cells_count: int
init(name: str, latitude_cells_count: int, longitude_cells_count: int, ground: char): void
get_random_free_place(): int
spawn(cell_number: int, element: Element): void
despawn(cell_number: int): void
MyApp
root: tk.Tk
canvas: tk.Canvas
game: SnakeGame
init(): void
SnakeGame
canvas: tk.Canvas
root: tk.Tk
planet_alpha: PlanetAlpha
snake: Snake
food: Food
score: int
restart_button: Button
init(canvas: tk.Canvas, root: tk.Tk): void
start(): void
update(): void
draw(): void
change_direction(new_direction: str): void
check_collision(): bool
game_over(): void
create_restart_button(): void
restart_game(): void
destroy_restart_button(): void
Element
name: str
ground: char
init(name: str, ground: char): void
PlanetTk
CARDINAL_POINTS: tuple[int]
WIND_ROSE: tuple[int]
init(): void
Snake
size: int
speed: int
direction: str
body: list[(int, int)]
init(name: str, ground: char, size: int, speed: int, direction: str): void
get_next_position(): int
avance(): void
turn_left(): void
turn_right(): void
mange(): void
Food
name: str
ground: char
init(name: str, ground: char): void
Button
button: tk.Button
init(canvas, text, command, x, y): void
destroy(): void