```
IGames
+ ~IGames()
+ eventHandler()
+ getFrame()
     Games
# frame
+ ~Games()
+ eventHandler()
+ getFrame()
  SnakeModule
+ SnakeModule()
+ ~SnakeModule()
+ eventHandler()
+ getFrame()
+ snakeGrow()
+ getSnakeSize()
+ findHeadPos()
+ getHeadPos()
+ setHeadPos()
+ updatePos()
+ setTail()
+ updateTail()
+ directOK()
+ getDirection()
+ setDirection()
```