## **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()