

**SnakeGame() :**

**TR = {(1,2), (2,3), (3,4),(4,5), (5,6), (2,6), (3,6), (4,6), (6,28), (1,7), (7,8), (8,9),(9,10), (10,11), (7,11), (8,11), (9,11), (11,28), (1,12), (12,13), (13,14),(14,15), (15,16), (12,16), (13,16), (14,16), (16,28), (1,17), (17,18), (18,19),(19,20), (20,21), (17,21), (18,11), (19,11), (21,28), (1,22), (22,23), (23,24), (24,28), (22,24), (1,25), (25,26), (26,27), (27,28), (25,27)}**

1,2,3,4,5,6,28

1,2,3,4,6,28

1,2,3,6,28

1,2,6,28

1,7,8,9,10,11,28

1,7,8,9,11,28

1,7,8,11,28

1,7,11,28

1,12,13,14,15,16,28

1,12,13,14,16,28

1,12,13,16,28

1,12,16,28

1,17,18,19,20,21,28

1,17,18,19,21,28

1,17,18,21,28

1,17,21,28

1,22,23,24,28

1,22,24,28

1,25,26,27,28

1,25,27,28

**DrawTile() :**

**TR = {(1,2), (2,9),(1,3),(3,9),(1,4),(4,5),(4,6),(4,7),(4,8),(5,9),(6,9),(7,9),(8,9)}**

1,2,9  
1,3,9  
1,4,5,9  
1,4,6,9  
1,4,7,9  
1,4,8,9

**StartGame() :**

**TR = {(1,2),(2,3),(3,4),(3,5),(4,5),(5,6),(6,7),(6,8),(8,9),(7,2),(9,2)(2,10)}**

1,2,3,4,5,6,7,2,10  
1,2,3,5,6,8,9,2,10  
1,2,3,5,2,10

**UpdateGame() :**

**TR = {(1,2), (2,7), (1,3),(3,4),(3,5),(4,7),(5,6),(6,7)}**

1,2,7  
1,3,4,7  
1,3,5,6,7

**UpdateSnake() :**

**TR =**  
**{(1,2),(1,3),(1,4),(1,5),(2,6),(3,6),(4,6),(5,6),(6,7),(6,8),(8,9),(9,10),(8,10),(10,11),(10,13),(11,12)**  
**, (11,13),(12,13)}**

1,2,6,7  
1,3,6,8,9,10,11,12,13  
1,4,6,8,10,11,13  
1,5,6,8,10,13

**SpawnFruit() :**

**TR = {(1,2),(2,10),(2,3),(3,4),(4,5),(4,6),(6,7),(7,8),(8,9),(6,9),(7,9),(9,4)}**

1,2,10

1,2,3,4,6,7,8,9,4,5,2,10

1,2,3,4,6,7,9,4,5,2,10

1,2,3,4,6,9,4,5,2,10

**PaintComponent() :**

**TR = {(1,2),(2,3),(3,4), (4,5),(5,6),(6,7),(5,7),(7,4),(4,8),(8,2),(2,9),  
(9,10),(10,11),(11,12),(12,13),(13,14),(14,12),(12,15),(15,10),(10,16),(16,17),(16,23),(17,18),(17,  
19),(18,23),(19,20),(19,21),(20,23),(21,22),(21,23),(22,23)}**

1,2,3,4,5,6,7,4,8,2,9,10,11,12,13,14,12,15,10,16,17,19,21,22,23

1,2,3,4,5,7,4,8,2,9,10,16,17,18,23

1,2,3,4,5,7,4,8,2,9,10,16,17,19,20,23

1,2,3,4,5,7,4,8,2,9,10,16,17,19,21,23