***\* Snake:***

\_ Attributes:

+ w: int

+ h: int

+ x: list

+ y: list

+ speed: int

+ dir\_x: int

+ dir\_y: int

\_ Methods:

+ Move (pos): None

+ IncreaseLength (): None

+ Draw (): None

+ EatBall (ball): bool

+ HitWall (): bool

+HitYourself (): bool

***\* Ball:***

\_ Attributes:

+ w: int

+ h: int

+ x: int

+ y: int

\_ Methods:

+ Draw (): None

***\* Scoreboard:***

\_ Attributes:

+ score: int

+ x: int

+ y: int

+ font: int

\_ Methods:

+ Display (): None

***\* Game:***

\_ Attributes:

+ ball: dict

+ snake: Snake

+ speed: int

+ scoreboard: int

\_ Methods:

+ DrawArena (): None

+ Update (): None