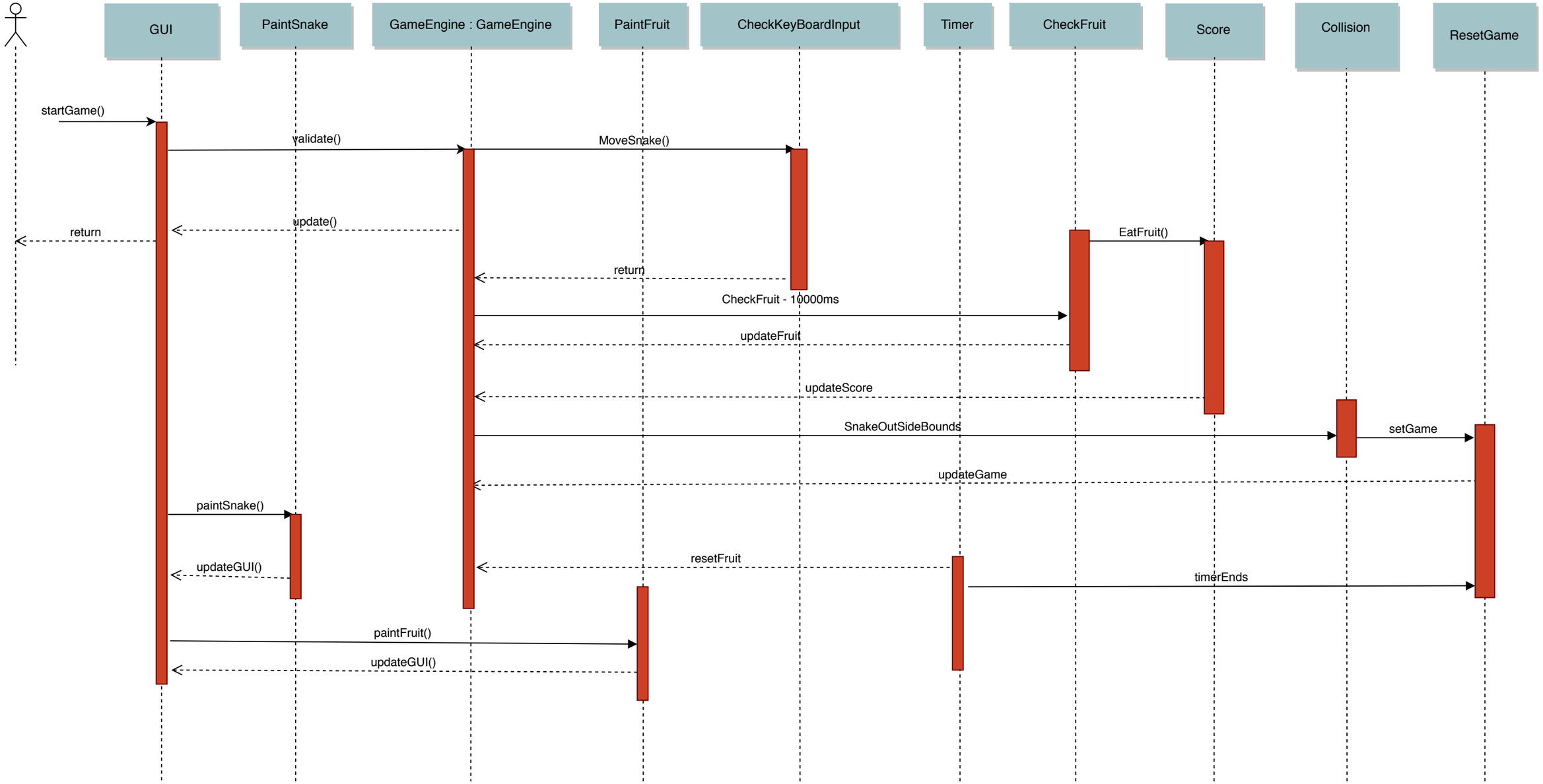
GUI
PaintSnake
GameEngine : GameEngine
PaintFruit
CheckKeyBoardInput
Timer
CheckFruit
Score
Collision
ResetGame
startGame()
validate()
MoveSnake()
return
update()
EatFruit()
return
CheckFruit - 10000ms
updateFruit
updateScore
SnakeOutSideBounds
setGame
updateGame
paintSnake()
updateGUI()
resetFruit
timerEnds
paintFruit()
updateGUI()