package ch10;

public class Food {

private Snake snake = new Snake();

private int foodX; // Stores X pos of our food

private int foodY; // Stores Y pos of our food

private int score;

// Used to determine random position of food

private final int RANDOMPOSITION = 40;

public void createFood() {

score += 5;

// Set our food's x & y position to a random position

int location = (int) (Math.random() \* RANDOMPOSITION);

foodX = ((location \* Board.getDotSize()));

location = (int) (Math.random() \* RANDOMPOSITION);

foodY = ((location \* Board.getDotSize()));

if ((foodX == snake.getSnakeX(0)) && (foodY == snake.getSnakeY(0))) {

createFood();

}

}

public void setScore(int score){

this.score = score;

}

public int getScore(){

return score;

}

public int getFoodX() {

return foodX;

}

public int getFoodY() {

return foodY;

}

}