package ch10;  **// declare package name as “ch10”**

import java.awt.EventQueue; **//import The Java Abstract Window Toolkit Event Pa**

**ckage(GUI)**

import javax.swing.JFrame; **//import The Java Swing GUI Components Package (GUI)**

public class Game extends JFrame { **//declare class and open the results of the program in a JFrame**

Game() {  **// Creates method inside “Game” class**

add(new Board()); **//Creates a “new board” inside game as defined in Board class**

setResizable(false); **//Sets the parameter of method setResizable to essentially “cannot resize”**

pack(); **//store this code in “game” in allowable parameters**

setTitle("Snake"); **//Set the title of the game to be shown on “marquee” as “Snake” in game**

setLocationRelativeTo(null); **//location having no relative measure**

setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE); **//when gamer exits code, close the JFrame**

}

public static void main(String[] args) {  **//declare method main**

EventQueue.invokeLater(new Runnable() { **// Creates a new thread so our GUI can process itself**

@Override

public void run() { **//run method**

JFrame frame = new Game(); **//Whenever we open a new JFrame, start a new Game (refers back to whatever code is inside the “Game” method**

frame.setVisible(true); **//allows the gamer to be able to see each frame**

}

});

}

}