Yilan

-Skr:int

-b\_yukseklik:int

-b\_genislik:int

-parca\_size:int

-b\_butun:int

-rand\_pos:int

-delay:int

-parçalar:int

-yem\_x:int

-yem\_y:int

-solaDon:boolean

-sagaDon:boolean

-yukarıDon:boolean

-asagıDon:boolean

+Yilan()

-resimYukle():void

+oyunaBasla():void

-yem\_olustur():void

+paintComponent(g:Graphics):void

-doDrawing(g:Graphics):void

+oyunBitti(g:Graphics):void

-sartlar():void

-hareket():void

-buyu():void

+actionPerformed():void

GameSnake

+GameSnake2()

+main():void

ActionListener

JPanel

JFrame