

poo.snake.Snake.eatApple

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graph LR; A[poo.snake.Snake.eatApple] --> B[poo.scenario.Scenario.addSnakeBodyPart]; A --> C[poo.canvas_utils_square.CanvasUtilsSquares.buildingSquare];
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poo.scenario.Scenario.add  
SnakeBodyPart

poo.canvas\_utils\_square.  
CanvasUtilsSquares.buildingSquare