**JFrame**

**KeyAdapter**

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| **GameFrame** |
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| + GameFrame(): |

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| **BackgroundImage** |
|  |
| + BackgroundImage() |

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| **MyKeyAdapter** |
|  |
| + keyPressed: void |

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| **Gamepanel** |
| - startButton: JButton  ~ Screen\_width: int  ~ Screen\_height: int  ~ Unit\_size: int  ~ Game\_units: int  ~ delay: int  ~ x: int  ~ y: int  ~ bodyparts: int  ~ foodEaten: int  ~ foodX: int  ~ foodY: int  ~ direction: char  ~ running: boolean  ~ Timer: Timer  ~ Random: random  ~ check: boolean  ~ resetButton: JButton  ~ game: Gamepanel |
| ~ Gamepanel()  + startGame(): void  + paintComponent(): void  + draw(): void  + move(): void  + newFood(): void  + checkCollisions(): void  + gameOver(): void  + actionPerformed(): void |

**<< Interface >>**

**ActionLister**

**JPanel**

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| **Main** |
|  |
| + main(String[] args): void |