

CE103 Algorithms and Programming I HW5

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Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

ce103_hw5_snake_app	7
ce103_hw5_snake_dll	7
ce103_hw5_snake_test	7

Chapter 2

Data Structure Index

2.1 Data Structures

Here are the data structures with brief descriptions:

ce103_hw5_snake_dll.Class1	9
ce103_hw5_snake_app.Program	25
ce103_hw5_snake_test.UnitTest1	26

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-app/ Program.cs	31
C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-app/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs	
31	
C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-app/Properties/ AssemblyInfo.cs	32
C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-dll/ Class1.cs	32
C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-dll/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs	
31	
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C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-test/ UnitTest1.cs	32
C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-test/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs	
31	
C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-test/Properties/ AssemblyInfo.cs	32

Chapter 4

Namespace Documentation

4.1 ce103_hw5_snake_app Namespace Reference

Data Structures

- class [Program](#)

4.2 ce103_hw5_snake_dll Namespace Reference

Data Structures

- class [Class1](#)

4.3 ce103_hw5_snake_test Namespace Reference

Data Structures

- class [UnitTest1](#)

Chapter 5

Data Structure Documentation

5.1 ce103_hw5_snake_dll.Class1 Class Reference

Public Member Functions

- ConsoleKey [waitForAnyKey](#) ()
- int [getGameSpeed](#) ()
- void [pauseMenu](#) ()
- ConsoleKey [checkKeysPressed](#) (ConsoleKey destination)
- bool [collisionSnake](#) (int x, int y, int[,] snakeXY, int snakeLength, int detect)
- void [generateFood](#) (int[] foodXY, int width, int height, int[,] snakeXY, int snakeLength)
- void [moveSnakeArray](#) (int[,] snakeXY, int snakeLength, ConsoleKey direction)

Move Snake Body (move)

Move snake body

Moving snake body

Parameters

<i>in</i>	snakeXY	<i>[int[,]] snake coordinates</i>
<i>in</i>	snakeLength	<i>[int] index of fibonacci number in the serie</i>
<i>in</i>	direction	<i>[ConsoleKey] index of fibonacci number in the serie</i>

- void [move](#) (int[,] snakeXY, int snakeLength, ConsoleKey direction)
- bool [eatFood](#) (int[,] snakeXY, int[] foodXY)
- bool [collisionDetection](#) (int[,] snakeXY, int consoleWidth, int consoleHeight, int snakeLength)
- void [refreshInfoBar](#) (int score, int speed)
- void [youWinScreen](#) ()
- void [gameOverScreen](#) ()
- void [startGame](#) (int[,] snakeXY, int[] foodXY, int consoleWidth, int consoleHeight, int snakeLength, ConsoleKey destination, int score, int speed)
- void [loadEnviroment](#) (int consoleWidth, int consoleHeight)
- void [loadSnake](#) (int[,] snakeXY, int snakeLength)
- void [prepairSnakeArray](#) (int[,] snakeXY, int snakeLength)
- void [loadGame](#) ()
- int [menuSelector](#) (int x, int y, int yStart)
- void [welcomeArt](#) ()

- void [controls](#) ()
- void [exitYN](#) ()
- int [mainMenu](#) ()
- int [main](#) ()

Static Public Attributes

- const int [SNAKE_ARRAY_SIZE](#) = 310
- const ConsoleKey [UP_ARROW](#) = ConsoleKey.UpArrow
- const ConsoleKey [LEFT_ARROW](#) = ConsoleKey.LeftArrow
- const ConsoleKey [RIGHT_ARROW](#) = ConsoleKey.RightArrow
- const ConsoleKey [DOWN_ARROW](#) = ConsoleKey.DownArrow
- const ConsoleKey [ENTER_KEY](#) = ConsoleKey.Enter
- const ConsoleKey [EXIT_BUTTON](#) = ConsoleKey.Escape
- const ConsoleKey [PAUSE_BUTTON](#) = ConsoleKey.P

Static Private Attributes

- const char [SNAKE_HEAD](#) = (char)177
- const char [SNAKE_BODY](#) = (char)178
- const char [WALL](#) = (char)219
- const char [FOOD](#) = (char)254
- const char [BLANK](#) = ''

5.1.1 Member Function Documentation

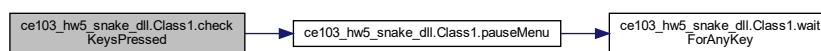
5.1.1.1 checkKeysPressed()

ConsoleKey [ce103_hw5_snake_dll.Class1.checkKeysPressed](#) (
 ConsoleKey *destination*) [inline]

References [ce103_hw5_snake_dll.Class1.DOWN_ARROW](#), [ce103_hw5_snake_dll.Class1.EXIT_BUTTON](#), [ce103_hw5_snake_dll.Class1.LEFT_ARROW](#), [ce103_hw5_snake_dll.Class1.PAUSE_BUTTON](#), [ce103_hw5_snake_dll.Class1.pauseMenu](#), [ce103_hw5_snake_dll.Class1.RIGHT_ARROW](#), and [ce103_hw5_snake_dll.Class1.UP_ARROW](#).

Referenced by [ce103_hw5_snake_dll.Class1.startGame\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



5.1.1.2 collisionDetection()

```
bool ce103_hw5_snake_dll.Class1.collisionDetection (
    int snakeXY[, ],
    int consoleWidth,
    int consoleHeight,
    int snakeLength ) [inline]
```

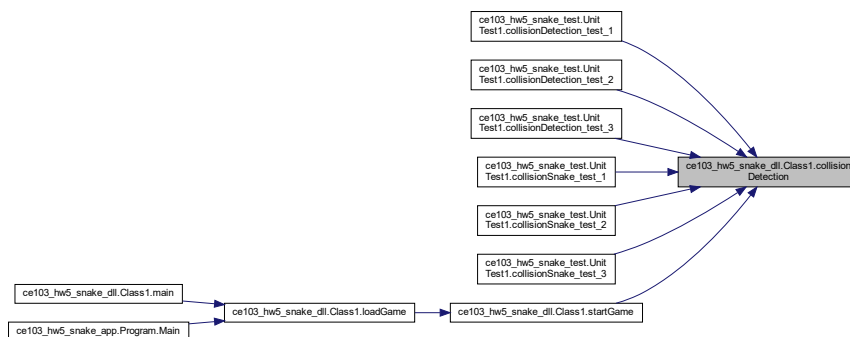
References [ce103_hw5_snake_dll.Class1.collisionSnake\(\)](#).

Referenced by [ce103_hw5_snake_test.UnitTest1.collisionDetection_test_1\(\)](#), [ce103_hw5_snake_test.UnitTest1.collisionDetection_test_2\(\)](#), [ce103_hw5_snake_test.UnitTest1.collisionDetection_test_3\(\)](#), [ce103_hw5_snake_test.UnitTest1.collisionSnake_test_1\(\)](#), [ce103_hw5_snake_test.UnitTest1.collisionSnake_test_2\(\)](#), [ce103_hw5_snake_test.UnitTest1.collisionSnake_test_3\(\)](#), and [ce103_hw5_snake_dll.Class1.startGame\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:

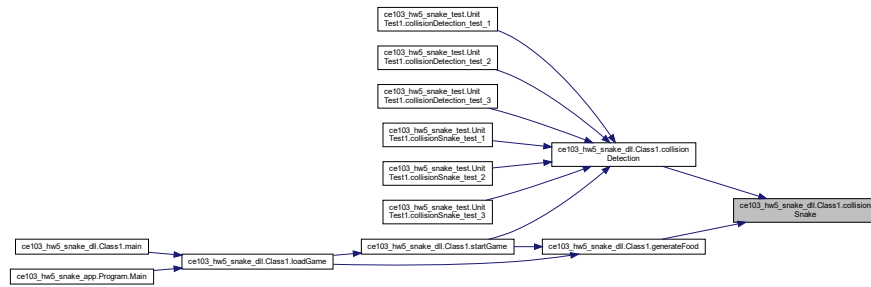


5.1.1.3 collisionSnake()

```
bool ce103_hw5_snake_dll.Class1.collisionSnake (
    int x,
    int y,
    int snakeXY[, ],
    int snakeLength,
    int detect ) [inline]
```

Referenced by [ce103_hw5_snake_dll.Class1.collisionDetection\(\)](#), and [ce103_hw5_snake_dll.Class1.generateFood\(\)](#).

Here is the caller graph for this function:

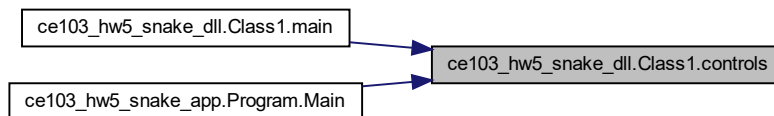


5.1.1.4 controls()

```
void ce103_hw5_snake_dll.Class1.controls ( ) [inline]
```

Referenced by [ce103_hw5_snake_dll.Class1.main\(\)](#), and [ce103_hw5_snake_app.Program.Main\(\)](#).

Here is the caller graph for this function:

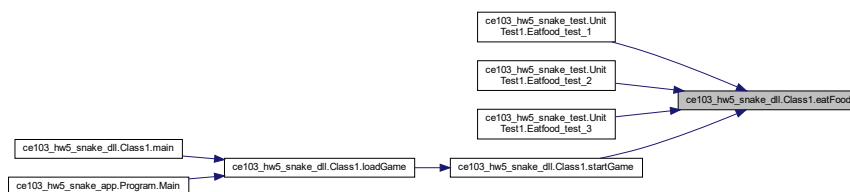


5.1.1.5 eatFood()

```
bool ce103_hw5_snake_dll.Class1.eatFood (
    int snakeXY[, ],
    int[] foodXY ) [inline]
```

Referenced by [ce103_hw5_snake_test.UnitTest1.Eatfood_test_1\(\)](#), [ce103_hw5_snake_test.UnitTest1.Eatfood_test_2\(\)](#), [ce103_hw5_snake_test.UnitTest1.Eatfood_test_3\(\)](#), and [ce103_hw5_snake_dll.Class1.startGame\(\)](#).

Here is the caller graph for this function:



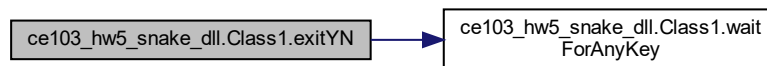
5.1.1.6 exitYN()

```
void ce103_hw5_snake_dll.Class1.exitYN ( ) [inline]
```

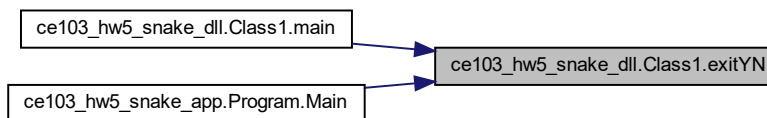
References [ce103_hw5_snake_dll.Class1.waitForAnyKey\(\)](#).

Referenced by [ce103_hw5_snake_dll.Class1.main\(\)](#), and [ce103_hw5_snake_app.Program.Main\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



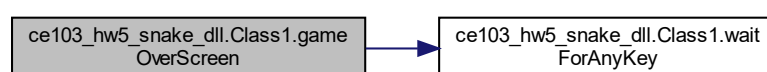
5.1.1.7 gameOverScreen()

```
void ce103_hw5_snake_dll.Class1.gameOverScreen ( ) [inline]
```

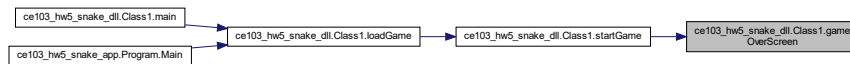
References [ce103_hw5_snake_dll.Class1.waitForAnyKey\(\)](#).

Referenced by [ce103_hw5_snake_dll.Class1.startGame\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



5.1.1.8 generateFood()

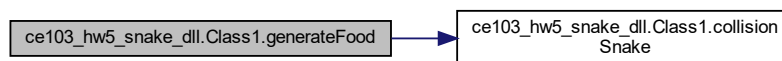
```

void ce103_hw5_snake_dll.Class1.generateFood (
    int[] foodXY,
    int width,
    int height,
    int snakeXY[,],
    int snakeLength ) [inline]
  
```

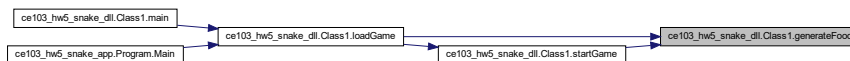
References [ce103_hw5_snake_dll.Class1.collisionSnake\(\)](#), and [ce103_hw5_snake_dll.Class1.FOOD](#).

Referenced by [ce103_hw5_snake_dll.Class1.loadGame\(\)](#), and [ce103_hw5_snake_dll.Class1.startGame\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:

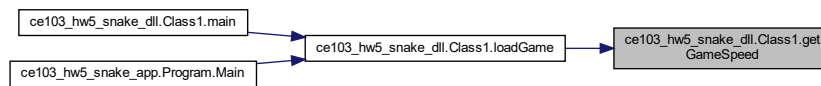


5.1.1.9 `getGameSpeed()`

```
int ce103_hw5_snake_dll.Class1.getGameSpeed ( ) [inline]
```

Referenced by [ce103_hw5_snake_dll.Class1.loadGame\(\)](#).

Here is the caller graph for this function:



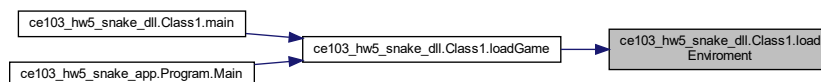
5.1.1.10 `loadEnviroment()`

```
void ce103_hw5_snake_dll.Class1.loadEnviroment (
    int consoleWidth,
    int consoleHeight ) [inline]
```

References [ce103_hw5_snake_dll.Class1.WALL](#).

Referenced by [ce103_hw5_snake_dll.Class1.loadGame\(\)](#).

Here is the caller graph for this function:



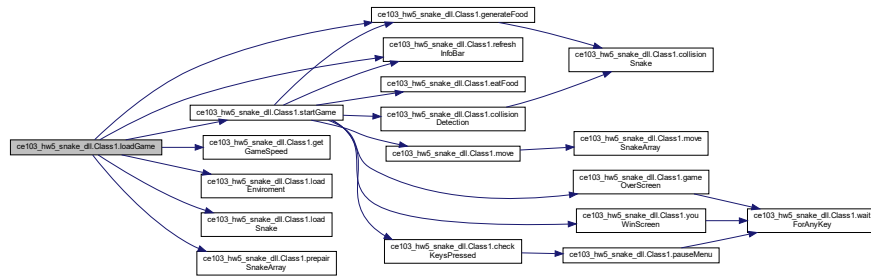
5.1.1.11 `loadGame()`

```
void ce103_hw5_snake_dll.Class1.loadGame ( ) [inline]
```

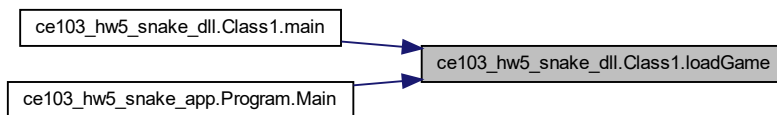
References [ce103_hw5_snake_dll.Class1.generateFood\(\)](#), [ce103_hw5_snake_dll.Class1.getGameSpeed\(\)](#), [ce103_hw5_snake_dll.Class1.loadEnviroment\(\)](#), [ce103_hw5_snake_dll.Class1.loadSnake\(\)](#), [ce103_hw5_snake_dll.Class1.prepairSnake\(\)](#), [ce103_hw5_snake_dll.Class1.refreshInfoBar\(\)](#), [ce103_hw5_snake_dll.Class1.SNAKE_ARRAY_SIZE](#), and [ce103_hw5_snake_dll.Class1.startGame\(\)](#).

Referenced by [ce103_hw5_snake_dll.Class1.main\(\)](#), and [ce103_hw5_snake_app.Program.Main\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



5.1.1.12 loadSnake()

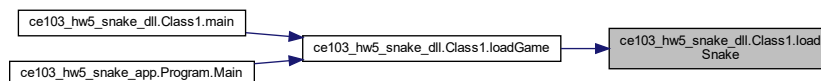
```

void ce103_hw5_snake_dll.Class1.loadSnake (
    int snakeXY[,],
    int snakeLength ) [inline]
  
```

References [ce103_hw5_snake_dll.Class1.SNAKE_BODY](#).

Referenced by [ce103_hw5_snake_dll.Class1.loadGame\(\)](#).

Here is the caller graph for this function:

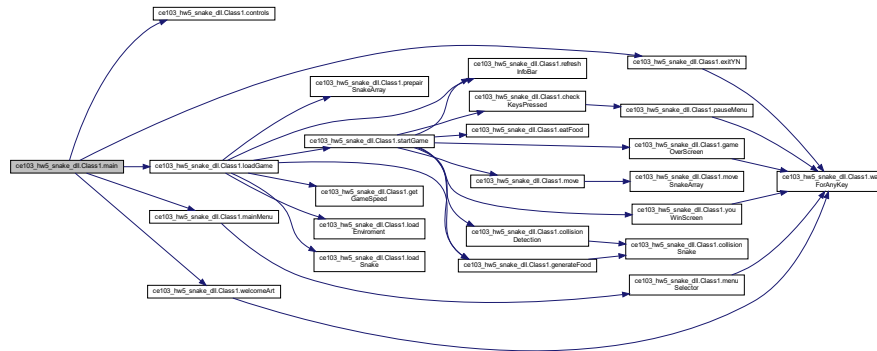


5.1.1.13 main()

```
int ce103_hw5_snake_dll.Class1.main ( ) [inline]
```

References [ce103_hw5_snake_dll.Class1.controls\(\)](#), [ce103_hw5_snake_dll.Class1.exitYN\(\)](#), [ce103_hw5_snake_dll.Class1.loadGame\(\)](#), [ce103_hw5_snake_dll.Class1.mainMenu\(\)](#), and [ce103_hw5_snake_dll.Class1.welcomeArt\(\)](#).

Here is the call graph for this function:



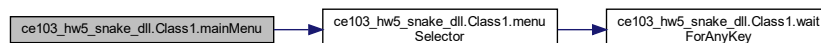
5.1.1.14 mainMenu()

```
int ce103_hw5_snake_dll.Class1.mainMenu ( ) [inline]
```

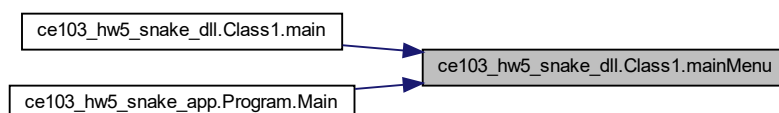
References [ce103_hw5_snake_dll.Class1.menuSelector\(\)](#).

Referenced by [ce103_hw5_snake_dll.Class1.main\(\)](#), and [ce103_hw5_snake_app.Program.Main\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



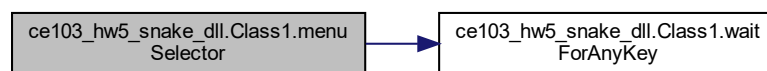
5.1.1.15 menuSelector()

```
int ce103_hw5_snake_dll.Class1.menuSelector (
    int x,
    int y,
    int yStart ) [inline]
```

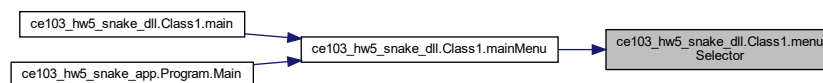
References [ce103_hw5_snake_dll.Class1.DOWN_ARROW](#), [ce103_hw5_snake_dll.Class1.ENTER_KEY](#), [ce103_hw5_snake_dll.Class1.UP_ARROW](#), and [ce103_hw5_snake_dll.Class1.waitForAnyKey\(\)](#).

Referenced by [ce103_hw5_snake_dll.Class1.mainMenu\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



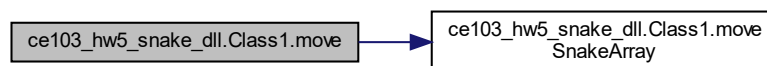
5.1.1.16 move()

```
void ce103_hw5_snake_dll.Class1.move (
    int snakeXY[, ],
    int snakeLength,
    ConsoleKey direction ) [inline]
```

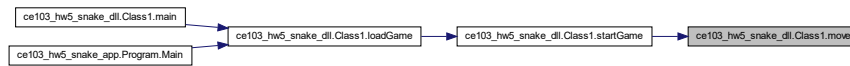
References [ce103_hw5_snake_dll.Class1.BLANK](#), [ce103_hw5_snake_dll.Class1.moveSnakeArray\(\)](#), [ce103_hw5_snake_dll.Class1.SNAKE_HEAD](#), and [ce103_hw5_snake_dll.Class1.SNAKE_TAIL](#).

Referenced by [ce103_hw5_snake_dll.Class1.startGame\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



5.1.1.17 moveSnakeArray()

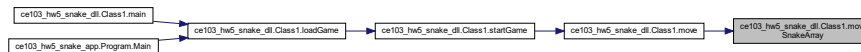
```

void ce103_hw5_snake_dll.Class1.moveSnakeArray (
    int snakeXY[,],
    int snakeLength,
    ConsoleKey direction ) [inline]
  
```

References [ce103_hw5_snake_dll.Class1.DOWN_ARROW](#), [ce103_hw5_snake_dll.Class1.LEFT_ARROW](#), [ce103_hw5_snake_dll.Class1.RIGHT_ARROW](#), and [ce103_hw5_snake_dll.Class1.UP_ARROW](#).

Referenced by [ce103_hw5_snake_dll.Class1.move\(\)](#).

Here is the caller graph for this function:



5.1.1.18 pauseMenu()

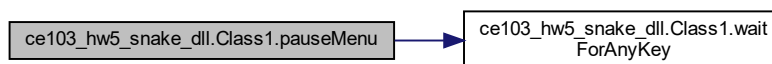
```

void ce103_hw5_snake_dll.Class1.pauseMenu ( ) [inline]
  
```

References [ce103_hw5_snake_dll.Class1.waitForAnyKey\(\)](#).

Referenced by [ce103_hw5_snake_dll.Class1.checkKeysPressed\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:

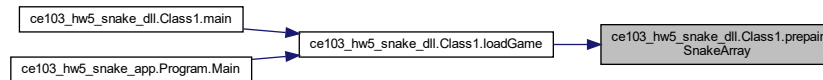


5.1.1.19 `prepairSnakeArray()`

```
void ce103_hw5_snake_dll.Class1.prepairSnakeArray (
    int snakeXY[,],
    int snakeLength ) [inline]
```

Referenced by [ce103_hw5_snake_dll.Class1.loadGame\(\)](#).

Here is the caller graph for this function:



5.1.1.20 `refreshInfoBar()`

```
void ce103_hw5_snake_dll.Class1.refreshInfoBar (
    int score,
    int speed ) [inline]
```

Referenced by [ce103_hw5_snake_dll.Class1.loadGame\(\)](#), and [ce103_hw5_snake_dll.Class1.startGame\(\)](#).

Here is the caller graph for this function:



5.1.1.21 `startGame()`

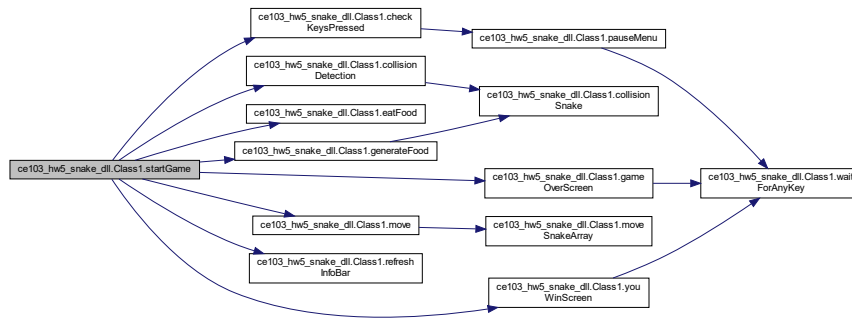
```
void ce103_hw5_snake_dll.Class1.startGame (
    int snakeXY[,],
    int[] foodXY,
    int consoleWidth,
    int consoleHeight,
    int snakeLength,
    ConsoleKey destination,
    int score,
    int speed ) [inline]
```

References [ce103_hw5_snake_dll.Class1.checkKeysPressed\(\)](#), [ce103_hw5_snake_dll.Class1.collisionDetection\(\)](#), [ce103_hw5_snake_dll.Class1.eatFood\(\)](#), [ce103_hw5_snake_dll.Class1.gameOverScreen\(\)](#), [ce103_hw5_snake_dll.Class1.generateFood\(\)](#)

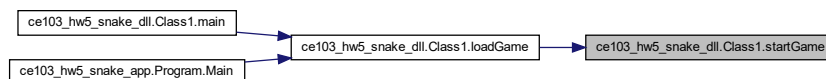
[ce103_hw5_snake_dll.Class1.move\(\)](#), [ce103_hw5_snake_dll.Class1.refreshInfoBar\(\)](#), [ce103_hw5_snake_dll.Class1.SNAKE_ARRAY](#) and [ce103_hw5_snake_dll.Class1.youWinScreen\(\)](#).

Referenced by [ce103_hw5_snake_dll.Class1.loadGame\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:

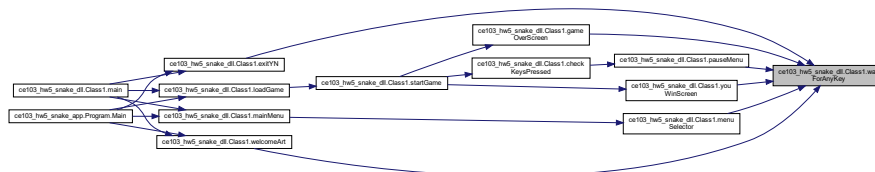


5.1.1.22 waitForKey()

```
ConsoleKey ce103_hw5_snake_dll.Class1.waitForAnyKey ( ) [inline]
```

Referenced by [ce103_hw5_snake_dll.Class1.exitYN\(\)](#), [ce103_hw5_snake_dll.Class1.gameOverScreen\(\)](#), [ce103_hw5_snake_dll.Class1.menuSelector\(\)](#), [ce103_hw5_snake_dll.Class1.pauseMenu\(\)](#), [ce103_hw5_snake_dll.Class1.welcomeScreen\(\)](#) and [ce103_hw5_snake_dll.Class1.youWinScreen\(\)](#).

Here is the caller graph for this function:



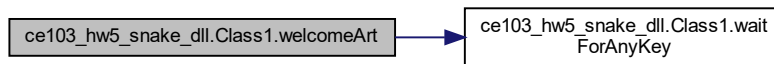
5.1.1.23 welcomeArt()

```
void ce103_hw5_snake_dll.Class1.welcomeArt ( ) [inline]
```

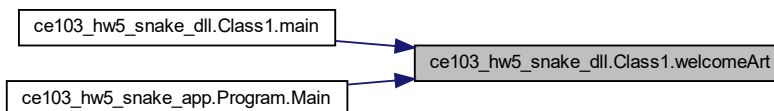
References [ce103_hw5_snake_dll.Class1.waitForAnyKey\(\)](#).

Referenced by [ce103_hw5_snake_dll.Class1.main\(\)](#), and [ce103_hw5_snake_app.Program.Main\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



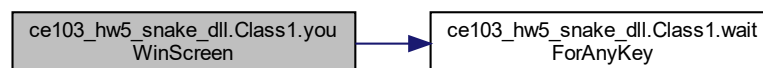
5.1.1.24 youWinScreen()

```
void ce103_hw5_snake_dll.Class1.youWinScreen ( ) [inline]
```

References [ce103_hw5_snake_dll.Class1.waitForAnyKey\(\)](#).

Referenced by [ce103_hw5_snake_dll.Class1.startGame\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



5.1.2 Field Documentation

5.1.2.1 BLANK

```
const char ce103_hw5_snake_dll.Class1.BLANK = ' ' [static], [private]
```

Referenced by [ce103_hw5_snake_dll.Class1.move\(\)](#).

5.1.2.2 DOWN_ARROW

```
const ConsoleKey ce103_hw5_snake_dll.Class1.DOWN_ARROW = ConsoleKey.DownArrow [static]
```

Referenced by [ce103_hw5_snake_dll.Class1.checkKeysPressed\(\)](#), [ce103_hw5_snake_dll.Class1.menuSelector\(\)](#), and [ce103_hw5_snake_dll.Class1.moveSnakeArray\(\)](#).

5.1.2.3 ENTER_KEY

```
const ConsoleKey ce103_hw5_snake_dll.Class1.ENTER_KEY = ConsoleKey.Enter [static]
```

Referenced by [ce103_hw5_snake_dll.Class1.menuSelector\(\)](#).

5.1.2.4 EXIT_BUTTON

```
const ConsoleKey ce103_hw5_snake_dll.Class1.EXIT_BUTTON = ConsoleKey.Escape [static]
```

Referenced by [ce103_hw5_snake_dll.Class1.checkKeysPressed\(\)](#).

5.1.2.5 FOOD

```
const char ce103_hw5_snake_dll.Class1.FOOD = (char)254 [static], [private]
```

Referenced by [ce103_hw5_snake_dll.Class1.generateFood\(\)](#).

5.1.2.6 LEFT_ARROW

```
const ConsoleKey ce103_hw5_snake_dll.Class1.LEFT_ARROW = ConsoleKey.LeftArrow [static]
```

Referenced by [ce103_hw5_snake_dll.Class1.checkKeysPressed\(\)](#), and [ce103_hw5_snake_dll.Class1.moveSnakeArray\(\)](#).

5.1.2.7 PAUSE_BUTTON

```
const ConsoleKey ce103_hw5_snake_dll.Class1.PAUSE_BUTTON = ConsoleKey.P [static]
```

Referenced by [ce103_hw5_snake_dll.Class1.checkKeysPressed\(\)](#).

5.1.2.8 RIGHT_ARROW

```
const ConsoleKey ce103_hw5_snake_dll.Class1.RIGHT_ARROW = ConsoleKey.RightArrow [static]
```

Referenced by [ce103_hw5_snake_dll.Class1.checkKeysPressed\(\)](#), and [ce103_hw5_snake_dll.Class1.moveSnakeArray\(\)](#).

5.1.2.9 SNAKE_ARRAY_SIZE

```
const int ce103_hw5_snake_dll.Class1.SNAKE_ARRAY_SIZE = 310 [static]
```

Referenced by [ce103_hw5_snake_dll.Class1.loadGame\(\)](#), and [ce103_hw5_snake_dll.Class1.startGame\(\)](#).

5.1.2.10 SNAKE_BODY

```
const char ce103_hw5_snake_dll.Class1.SNAKE_BODY = (char)178 [static], [private]
```

Referenced by [ce103_hw5_snake_dll.Class1.loadSnake\(\)](#), and [ce103_hw5_snake_dll.Class1.move\(\)](#).

5.1.2.11 SNAKE_HEAD

```
const char ce103_hw5_snake_dll.Class1.SNAKE_HEAD = (char)177 [static], [private]
```

Referenced by [ce103_hw5_snake_dll.Class1.move\(\)](#).

5.1.2.12 UP_ARROW

```
const ConsoleKey ce103_hw5_snake_dll.Class1.UP_ARROW = ConsoleKey.UpArrow [static]
```

Referenced by `ce103_hw5_snake_dll.Class1.checkKeysPressed()`, `ce103_hw5_snake_dll.Class1.menuSelector()`, and `ce103_hw5_snake_dll.Class1.moveSnakeArray()`.

5.1.2.13 WALL

```
const char ce103_hw5_snake_dll.Class1.WALL = (char)219 [static], [private]
```

Referenced by `ce103_hw5_snake_dll.Class1.loadEnviroment()`.

The documentation for this class was generated from the following file:

- C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-dll/[Class1.cs](#)

5.2 ce103_hw5_snake_app.Program Class Reference

Static Private Member Functions

- static void **Main** (string[] args)

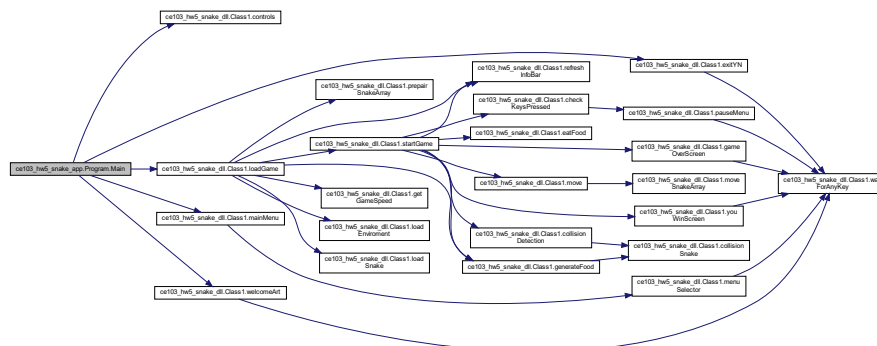
5.2.1 Member Function Documentation

5.2.1.1 Main()

```
static void cel03_hw5_snake_app.Program.Main (
    string[] args ) [inline], [static], [private]
```

References `ce103_hw5_snake_dll.Class1.controls()`, `ce103_hw5_snake_dll.Class1.exitYN()`, `ce103_hw5_snake_dll.Class1.loadGame()`, `ce103_hw5_snake_dll.Class1.mainMenu()`, and `ce103_hw5_snake_dll.Class1.welcomeArt()`.

Here is the call graph for this function:



The documentation for this class was generated from the following file:

- C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-app/[Program.cs](#)

5.3 ce103_hw5_snake_test.UnitTest1 Class Reference

Public Member Functions

- void [collisionDetection_test_1](#) ()
- void [collisionDetection_test_2](#) ()
- void [collisionDetection_test_3](#) ()
- void [Eatfood_test_1](#) ()
- void [Eatfood_test_2](#) ()
- void [Eatfood_test_3](#) ()
- void [collisionSnake_test_1](#) ()
- void [collisionSnake_test_2](#) ()
- void [collisionSnake_test_3](#) ()

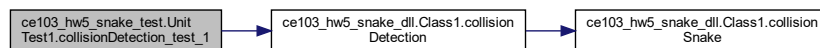
5.3.1 Member Function Documentation

5.3.1.1 collisionDetection_test_1()

```
void ce103_hw5_snake_test.UnitTest1.collisionDetection_test_1 ( ) [inline]
```

References [ce103_hw5_snake_dll.Class1.collisionDetection\(\)](#).

Here is the call graph for this function:

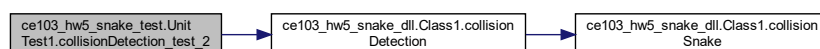


5.3.1.2 collisionDetection_test_2()

```
void ce103_hw5_snake_test.UnitTest1.collisionDetection_test_2 ( ) [inline]
```

References [ce103_hw5_snake_dll.Class1.collisionDetection\(\)](#).

Here is the call graph for this function:

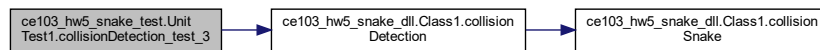


5.3.1.3 collisionDetection_test_3()

```
void ce103_hw5_snake_test.UnitTest1.collisionDetection_test_3 ( ) [inline]
```

References [ce103_hw5_snake_dll.Class1.collisionDetection\(\)](#).

Here is the call graph for this function:

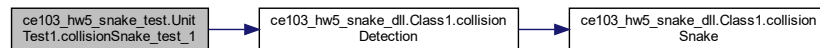


5.3.1.4 collisionSnake_test_1()

```
void ce103_hw5_snake_test.UnitTest1.collisionSnake_test_1 ( ) [inline]
```

References [ce103_hw5_snake_dll.Class1.collisionDetection\(\)](#).

Here is the call graph for this function:

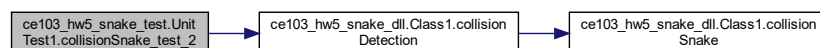


5.3.1.5 collisionSnake_test_2()

```
void ce103_hw5_snake_test.UnitTest1.collisionSnake_test_2 ( ) [inline]
```

References [ce103_hw5_snake_dll.Class1.collisionDetection\(\)](#).

Here is the call graph for this function:

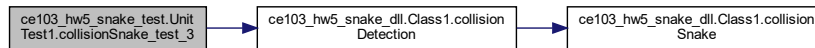


5.3.1.6 collisionSnake_test_3()

```
void ce103_hw5_snake_test.UnitTest1.collisionSnake_test_3 ( ) [inline]
```

References [ce103_hw5_snake_dll.Class1.collisionDetection\(\)](#).

Here is the call graph for this function:

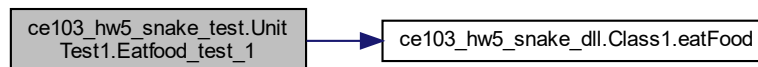


5.3.1.7 Eatfood_test_1()

```
void ce103_hw5_snake_test.UnitTest1.Eatfood_test_1 ( ) [inline]
```

References [ce103_hw5_snake_dll.Class1.eatFood\(\)](#).

Here is the call graph for this function:

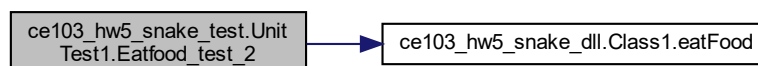


5.3.1.8 Eatfood_test_2()

```
void ce103_hw5_snake_test.UnitTest1.Eatfood_test_2 ( ) [inline]
```

References [ce103_hw5_snake_dll.Class1.eatFood\(\)](#).

Here is the call graph for this function:

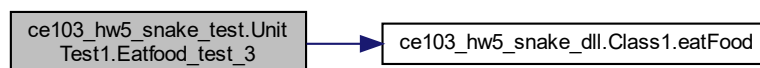


5.3.1.9 Eatfood_test_3()

```
void ce103_hw5_snake_test.UnitTest1.Eatfood_test_3 ( ) [inline]
```

References [ce103_hw5_snake_dll.Class1.eatFood\(\)](#).

Here is the call graph for this function:



The documentation for this class was generated from the following file:

- [C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-test/UnitTest1.cs](#)

Chapter 6

File Documentation

**6.1 C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-app/obj/↵
Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs File
Reference**

**6.2 C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-dll/obj/↵
Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs File
Reference**

**6.3 C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-test/obj/↵
Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs File
Reference**

**6.4 C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-app/Program.cs File
Reference**

Data Structures

- class [ce103_hw5_snake_app.Program](#)

Namespaces

- namespace [ce103_hw5_snake_app](#)

6.5 C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-app/Properties/↵ AssemblyInfo.cs File Reference

6.6 C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-dll/Properties/↵ AssemblyInfo.cs File Reference

6.7 C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-test/Properties/↵ AssemblyInfo.cs File Reference

6.8 C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-dll/Class1.cs File Reference

Data Structures

- class [ce103_hw5_snake_dll.Class1](#)

Namespaces

- namespace [ce103_hw5_snake_dll](#)

6.9 C:/a/ce103-hw5-omer-polat/ce103-hw5-snake-test/UnitTest1.cs File Reference

Data Structures

- class [ce103_hw5_snake_test.UnitTest1](#)

Namespaces

- namespace [ce103_hw5_snake_test](#)

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