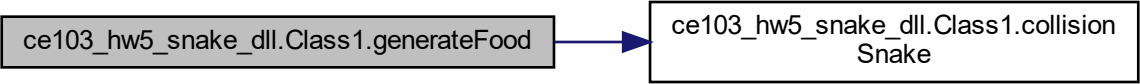


ce103\_hw5\_snake\_dll.Class1.generateFood



```
graph LR; A[ce103_hw5_snake_dll.Class1.generateFood] --> B[ce103_hw5_snake_dll.Class1.collisionSnake];
```

A diagram showing a call from the `generateFood` method to the `collisionSnake` method. The `generateFood` method is represented by a grey rectangular box on the left, and the `collisionSnake` method is represented by a white rectangular box on the right. A blue arrow points from the right side of the `generateFood` box to the left side of the `collisionSnake` box.

ce103\_hw5\_snake\_dll.Class1.collision  
Snake