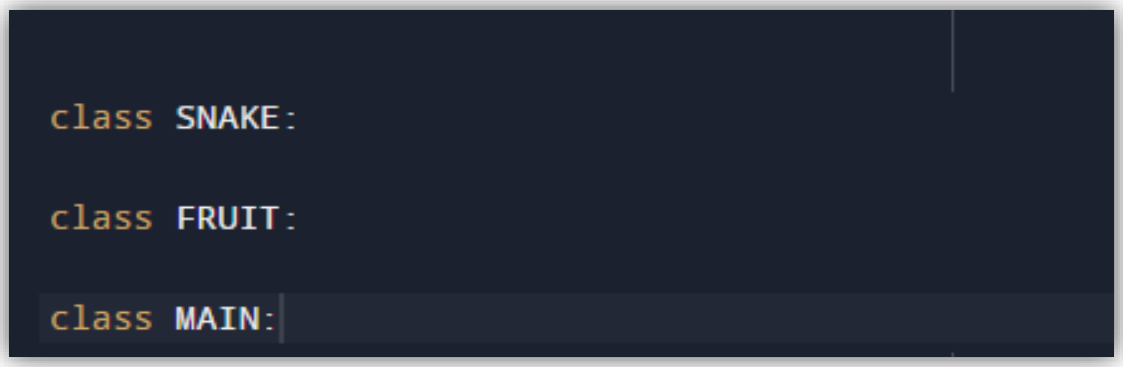
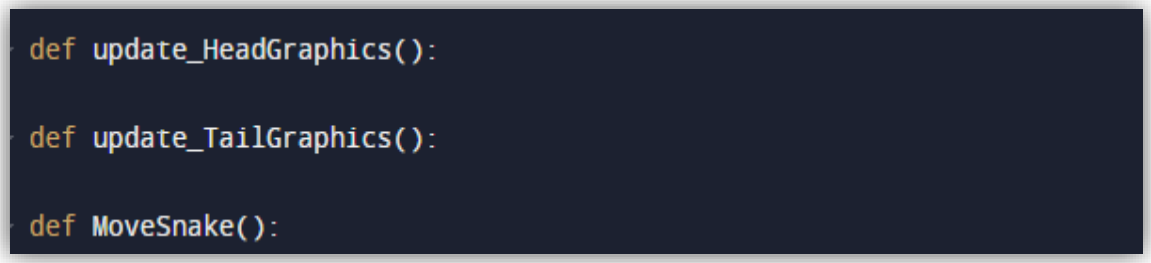
CLEAN CODE DEVELOPMENT

- **Modularity:** The code is divided into various classes (SNAKE, FRUIT and MAIN) which encourages modularity. And each class has a distinctive purpose making the code easier to comprehend and maintain



- **Readability:** All Variable and method names are descriptive, which helps you grasp the purpose of each component. For example method names like '**update_HeadGraphics() ',** **'update_TailGraphics()'** and **'Movesnake()'** provide clear purpose of their functionality



- **Comments:** Comments have been included at several points in the code to make the code and complex loops easier to understand.

```
#update of GUI when its head turns at any direction
```

- **Indentation and formatting:** The code has maintaining consistent indentation throughout to enhance visual clarity and appealing layout.

```
class MAIN:
    def __init__(self):
        self.snake = SNAKE()
        self.fruit = FRUIT()

    def update(self):
        self.snake.MoveSnake()
        self.check_collision()
        self.CheckFail()
```

- **Use of Constants:** Constants like “cell_number” and “ cell_size” are declared in the beginning and these parameters can be changed afterwards at any time conveniently if needed.

```
pygame.init()
cell_size = 40
cell_number = 20
```

- **Removal of Unwanted code:** All the unwanted code has been commented out or removed to decrease the clutter and to keep it focused on active portion and more applealing to read.

```
    #pygame.draw.rect(screen,(126,166,114),fruit_rect)
```