This code sets up a basic game of snake using the Pygame library in Python. It defines two classes, SNAKE and FRUIT, which represent the snake and fruit respectively.

The SNAKE class initializes with a list of three Vector2 objects, which represent the three segments of the snake's body. The draw\_snake method draws each segment of the snake on the screen as a rectangle.

The FRUIT class initializes with a random x and y position within the game board, indicated by the cell\_number and cell\_size variables. The draw\_fruit method draws the fruit on the screen as a rectangle.

The main game loop continuously draws the fruit and snake on the screen, and updates the display at 60 frames per second.

The loop also listens for a QUIT event, which occurs when the user hits the window's close button, and terminates the game if such an event occurs.

This is a basic setup for a game of snake and could be expanded upon to include more advanced game logic, such as collision detection and scoring.