import javax.swing.JFrame;

public class SnakeGame extends JFrame {

public SnakeGame() {

add(new GameBoard());

setTitle("Snake Game");

setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

setResizable(false);

pack();

setLocationRelativeTo(null);

}

public static void main(String[] args) {

JFrame frame = new SnakeGame();

frame.setVisible(true);

}

}