

getColoreBlocco

Snake.game.vipera.vipera.get  
ColoreBlocco



```
graph LR; A[Snake.game.vipera.vipera.get ColoreBlocco] --> B[getColoreBlocco]
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'getColoreBlocco'. The box on the right is white with a black border and contains the text 'Snake.game.vipera.vipera.get' on the top line and 'ColoreBlocco' on the bottom line. A dark blue arrow points from the right side of the white box to the left side of the gray box.