```
<<struct>>
               SnakeBodyPart
      + x : int
      + y : int
      + prevX : int
0..1
      + prevY: int
                                                                            KeypadDriver
      + headPointer : SnakeBodyPart*
                                                  SnakeManager
      - xDirection : int = 1
      - yDirection : int = 0
      - hitSelf : int = 0
      + InitSnake(snakeArray[]: SnakeBodyPart, snakeLength: int): void
      + UpdateSnake(snakeArray[]: SnakeBodyPart, snakeLength: int, worldWidth: int, worldHeight: int): void
      + GrowSnake(snakeArray[]: SnakeBodyPart, snakeBodyLength: int): void
      + SnakeHitSelf(): int
      - GoLeft(): void
      - GoRight(): void
      - GoUp(): void
      - GoDown(): void
      - CheckInput(): void
      - CheckSnakeBodyCollision(snakeArray[]: SnakeBodyPart, snakeLength: int): void
```