package SnakeGame;

import java.awt.Color;

import java.awt.Graphics2D;

import java.awt.Rectangle;

import java.util.ArrayList;

import utilities.GDV5;

public class Apple extends Rectangle{

public boolean isVis = true;

public Apple(int x, int y ){

super(x, y, 20, 20);

}

public void drawApple(Graphics2D pb) {

//apple needs to be gone to be true

pb.setColor(new Color(135, 48, 29));

pb.fill(this);

}

public Apple() {

// TODO Auto-generated constructor stub

}

public void move(int x, int y) {

this.x = x;

this.y = y;

}

}