

eclipse-workspace - snakegame/src/GamePanel.java - Eclipse IDE

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snakegame

SankeGame.java GamePanel.java × GameFrame.java

```
1 import java.awt.*;
2
3 public class GamePanel extends JPanel implements ActionListener {
4
5     private static final long serialVersionUID = 1L;
6
7     static final int WIDTH = 500;
8     static final int HEIGHT = 500;
9     static final int UNIT_SIZE = 20;
10    static final int NUMBER_OF_UNITS = (WIDTH * HEIGHT) / (UNIT_SIZE * UNIT_SIZE);
11
12    // hold x and y coordinates for body parts of the snake
13    final int x[] = new int[NUMBER_OF_UNITS];
14    final int y[] = new int[NUMBER_OF_UNITS];
15
16    // initial length of the snake
17    int length = 5;
18    int foodEaten;
19    int foodX;
20    int foodY;
21    char direction = 'D';
22    boolean running = false;
23    Random random;
24    Timer timer;
25
26    GamePanel() {
27        random = new Random();
28        this.setPreferredSize(new Dimension(WIDTH, HEIGHT));
29        this.setBackground(Color.DARK_GRAY);
30        this.setFocusable(true);
31        this.addKeyListener(new MyKeyAdapter());
32    }
33 }
```

Task List ×

Find All Activate...

Outline ×

GamePanel

serialVersionUID : long

WIDTH : int

HEIGHT : int

UNIT\_SIZE : int

NUMBER\_OF\_UNITS : int

x : int[]

y : int[]

length : int

foodEaten : int

foodX : int

foodY : int

direction : char

Problems × Javadoc Declaration

0 items

Description	Resource	Path	Location	Type

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Search



eclipse-workspace - snakegame/src/GameFrame.java - Eclipse IDE

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Package Explorer ×

> snakegame

SankeGame.java GamePanel.java GameFrame.java ×

```
1 import javax.swing.JFrame;
2
3 public class GameFrame extends JFrame{
4     private static final long serialVersionUID = 1L;
5     GameFrame() {
6         this.add(new GamePanel());
7         this.setTitle("Snake Game");
8         this.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
9         this.setResizable(false);
10        this.pack();
11        this.setVisible(true);
12        this.setLocationRelativeTo(null);
13    }
14 }
```

Task List ×

Find All Activate...

Outline ×

GameFrame
 serialVersionUID: long
 GameFrame()

Problems × Javadoc Declaration

0 items

Description	Resource	Path	Location	Type

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Windows Taskbar

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