**package** hw3;

**import** api.Cell;

**import** api.Icon;

**import** api.Position;

**public** **class** SnakePiece **extends** AbstractPiece

{

/\*\*

\* Sequence of positions for the first cell.

\*/

**private** **static** **final** Position[] ***sequence*** = {

**new** Position(0, 0), //0

**new** Position(0, 1), //1

**new** Position(0, 2), //2

**new** Position(1, 2), //3

**new** Position(1, 1), //4

**new** Position(1, 0), //5

**new** Position(2, 0), //6

**new** Position(2, 1), //7

**new** Position(2, 2), //8

**new** Position(1, 2), //9

**new** Position(1, 1), //10

**new** Position(1, 0), //11

};

**private** **int** counter = 1;

**public** SnakePiece(Position position, Icon[] icons) {

**super**(position);

Cell[] cells = **new** Cell[4];

cells[0] = **new** Cell(**new** Icon(icons[0].getColorHint()), **new** Position(0, 0));

cells[1] = **new** Cell(**new** Icon(icons[1].getColorHint()), **new** Position(1, 0));

cells[2] = **new** Cell(**new** Icon(icons[2].getColorHint()), **new** Position(1, 1));

cells[3] = **new** Cell(**new** Icon(icons[3].getColorHint()), **new** Position(1, 2));

**super**.setCells(cells);

}

@Override

**public** **void** transform() {

Cell[] cells = **super**.getCells();

**int** cell1 = counter; // 0

**int** cell2 = counter - 1; // 1

**int** cell3 = counter - 2; // -2

**int** cell4 = counter - 3; // -3

// check if any of them are less than 0, if so, reassign

**if** (cell2 < 0) {

cell2 = 12 + cell2; //

}

**if** (cell3 < 0) {

cell3 = 12 + cell3; //

}

**if** (cell4 < 0) {

cell4 = 12 + cell4; //

}

cells[0].setPosition(***sequence***[cell1]);

cells[1].setPosition(***sequence***[cell2]);

cells[2].setPosition(***sequence***[cell3]);

cells[3].setPosition(***sequence***[cell4]);

**if** (counter == 11) {

counter = 0;

} **else** {

counter++;

}

**super**.setCells(cells);

}

}