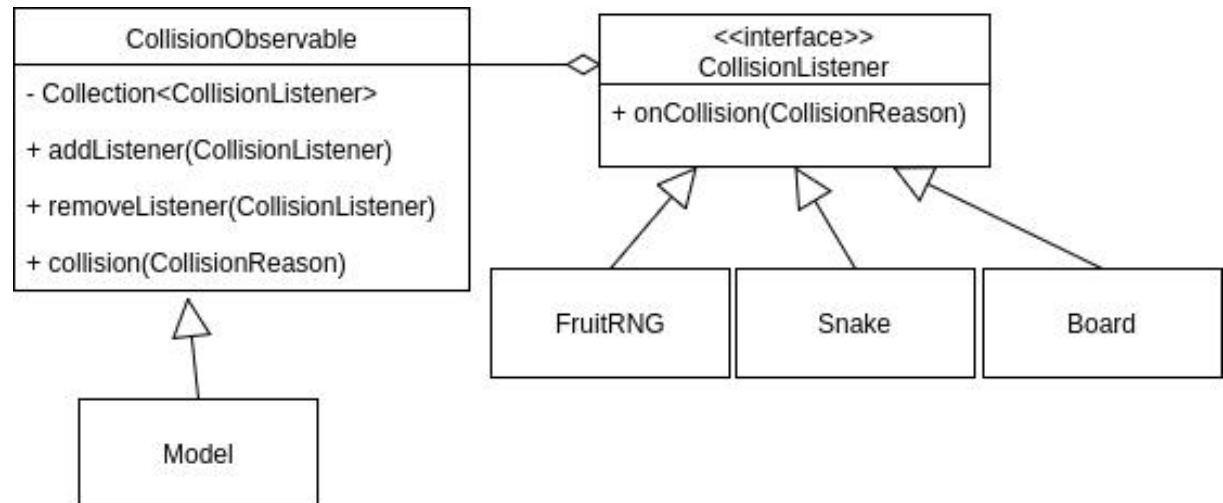# ASSINGMENT II
OBSERVER PATTERN

The Team - Intentionally Left Blank

1-)

 The reason: Making the code more extensible, and handling operations according to the type of collision.

 How to work: We have the interface CollisionListener and which updates the program with the method onCollision. Also we have an abstract class CollisionObservable. The class Model extends this abstract class. In class Model, we are checking the collision. If the collision is between the snake and the the fruit, the method of increasing the size and the point is called. If the collision is between the snake and its body (or the wall), the game enters the Game Over state.

2-)

3-)