There are seven classes for our Snake Game: GameObject, GameScreen, Food, Snake, Wall, Ranking, and Main. The next are the explanation of those classes.

**GameObject:** Parent class of ‘Food’, ‘Wall’, and ‘Snake’. Sets location & symbol of objects.

**Food:** Inherits ‘GameObject’. Creates and sets food at random location.

**Wall:** Inherits ‘GameObject’. Returns symbol of wall to ‘GameScreen’.

**Snake:** Inherits ‘GameObject’. Constructs symbol of snake & moves it to player-wanted direction.

**GameScreen:** Constructs the field. Prints the location of each objects.

**Ranking:** Output & input the score of the player and print the ranking.

**Main:** Sets width & height of screen. Gets input from player & move it using ‘Snake’ class.

**GameObject:** It is the parent class for Food, Wall, and Snake which sets the location of each, getting and setting the location for x and y of components and the symbol consisting them.

**Food:** This class inherits the ‘GameObject’. Consisted by a constructor and one method, this class sets the symbol and random location of the food for snake inside the matrix limits.

**Wall:** This class inherits the ‘GameObject’. It has two constructors to set the symbol, initially ‘#’ and user can change it at Main class. Using two methods it returns the symbol location to ‘GameScreen’ class, which constructs the boundary of screen.

**Snake:** This class inherits the ‘GameObject’. Through this class it is possible to construct the form of snake and move it around the screen. The constructor sets the location and symbol for snake. Four methods consist the class, each are for move the location of the snake to player-wanted direction.

**GameScreen:** It is the class which constructs the field for game. The constructor sets the width, height and the array size which will printed to make screen. Initially, it fills the array with dots and through the ‘setObjectOnLocation’ method it sets the location of each objects. It has method for print the array which has the information of location of objects at square form with set height and width, and method to remove information of them and clear the screen.

**Ranking:** Through this file I/O class user can save and call the score of a player. It saves the name of player and score player got at one play. When the game ends, it outputs the score of current stage to the file and prints the input information from the file which contains the ranking of player scores.

**Main:** At main class the user can set the width and height of screen and set the starting location of snake. Hear the user initialize all other classes with symbol and size he wants. By taking the switch condition which reads the input from player, it moves the location of the snake.