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| gameover | |
| PURPOSE | Set gameover text image |
| INCLUDE | #include <curses.h> |
| USAGE | Gameover(1), gameover(2) |
| ARGS | - |
| RETURNS | - |

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| Interface | |
| PURPOSE | Image making for interface |
| INCLUDE | #include <curses.h> |
| USAGE | Interface(); |
| ARGS | - |
| RETURNS | - |

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| --- | --- |
| getInput | |
| PURPOSE | Stdin user control, change next snake vector |
| INCLUDE | #include <stdio.h> |
| USAGE | getInput(); |
| ARGS | -, char ch, struct coor direct |
| RETURNS | - |

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| --- | --- |
| getInput | |
| PURPOSE | start game |
| INCLUDE | - |
| USAGE | initsnake(); |
| ARGS | - |
| RETURNS | - |

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| --- | --- |
| getInput | |
| PURPOSE | start game |
| INCLUDE | - |
| USAGE | initsnake(); |
| ARGS | - |
| RETURNS | - |

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| --- | --- |
| CreatFood | |
| PURPOSE | start game |
| INCLUDE | - |
| USAGE | initsnake(); |
| ARGS | - |
| RETURNS | - |

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| --- | --- |
| creatLink | |
| PURPOSE | Snake body node making |
| INCLUDE | #include <stdlib.h> |
| USAGE | creatLink(); |
| ARGS | -, struct snake head, struct snake tail |
| RETURNS | - |

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| Insert, deleteNode | |
| PURPOSE | Snake length modify |
| INCLUDE | #include <stdlib.h>, #include <unistd.h> |
| USAGE | deleteNode();,  insertNode(head->next->x+direct.x, head->next->y+direct.y); |
| ARGS | Struct node head, tail, int life |
| RETURNS | - |

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| --- | --- |
| deleteLink | |
| PURPOSE | start game |
| INCLUDE | - |
| USAGE | initsnake(); |
| ARGS | - |
| RETURNS | - |

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| |  |  | | --- | --- | | deleteNode | | | PURPOSE | start game | | INCLUDE | - | | USAGE | initsnake(); | | ARGS | - | | RETURNS | - |   deleteLink | |
| PURPOSE | start game |
| INCLUDE | - |
| USAGE | initsnake(); |
| ARGS | - |
| RETURNS | - |

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| printS\_b | |
| PURPOSE | 1. Setting for food view 2. Check snake’s life to game end 3. Setting for game over image view 4. Modify snake’s moving using insert, delete 5. Check snake eat food. If eating, grow up snake. Else, snake hungry. |
| INCLUDE | #include <curses.h>, #include <malloc.h>, #include <unistd.h> |
| USAGE | printS\_b(); |
| ARGS | * , struct coor food, int weight, struct node head, struct node tail, struct coor direct |
| RETURNS | - |

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| --- | --- |
| set\_ticker | |
| PURPOSE | Time |
| INCLUDE | #include <sys/time.h> |
| USAGE | Set\_ticker(10);, set\_ticker(5); set\_ticker(0); |
| ARGS |  |
| RETURNS | Return setitimer(ITIMER\_REAL, &struct itimerval, NULL); |

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| snakeInformation | |
| |  |  | | --- | --- | | printrefresh | | | PURPOSE | View images, | | INCLUDE | - | | USAGE | Signal(SIGALRM, printrefresh); | | ARGS | - | | RETURNS | - |   PURPOSE | 1. Setting for View game information   status at top line,  2. Time flow calculate |
| INCLUDE | #include <curses.h> |
| USAGE | snakeInformation(); |
| ARGS | -, time1, hour, minute, second, length, level |
| RETURNS | - |