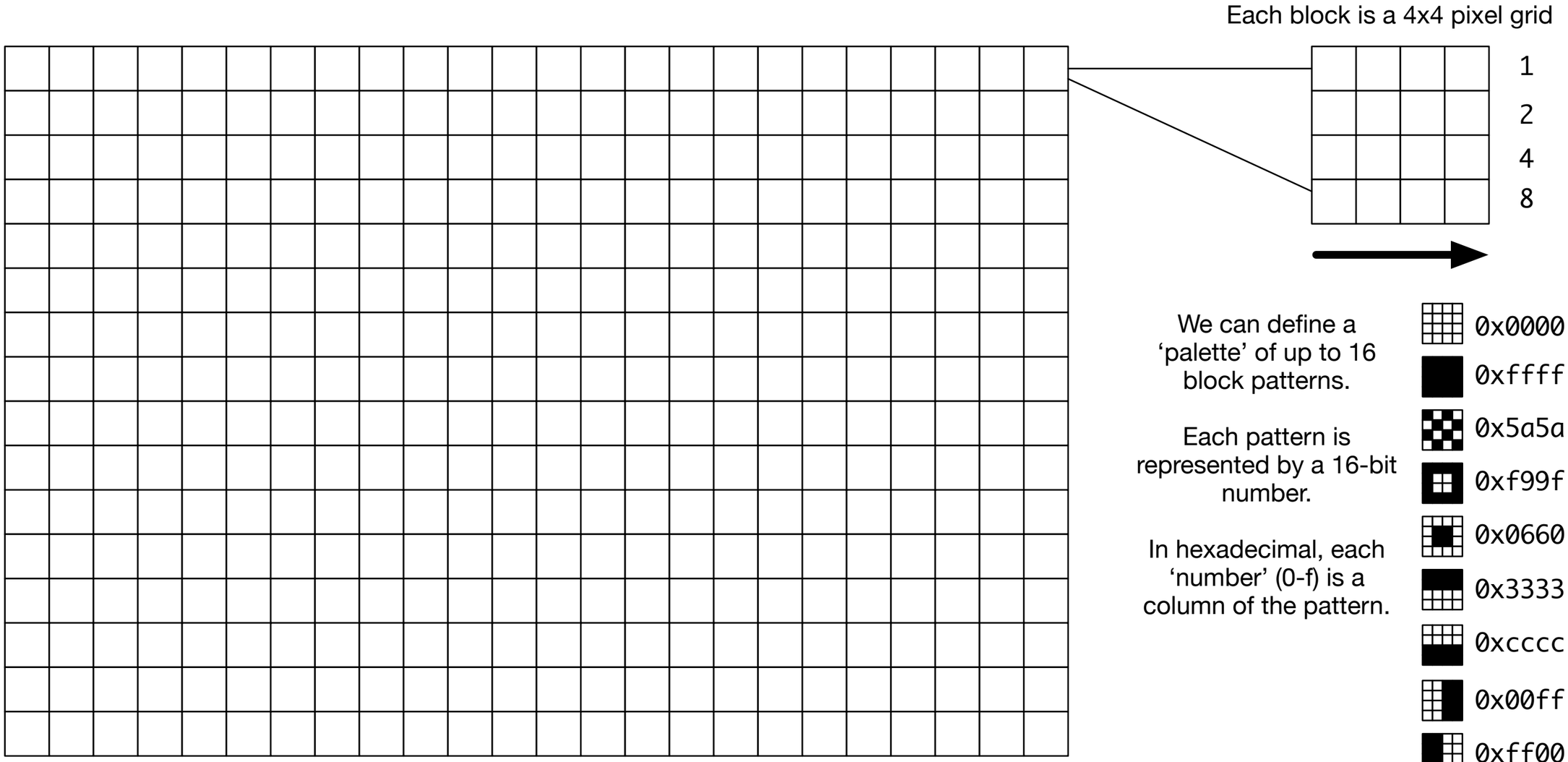
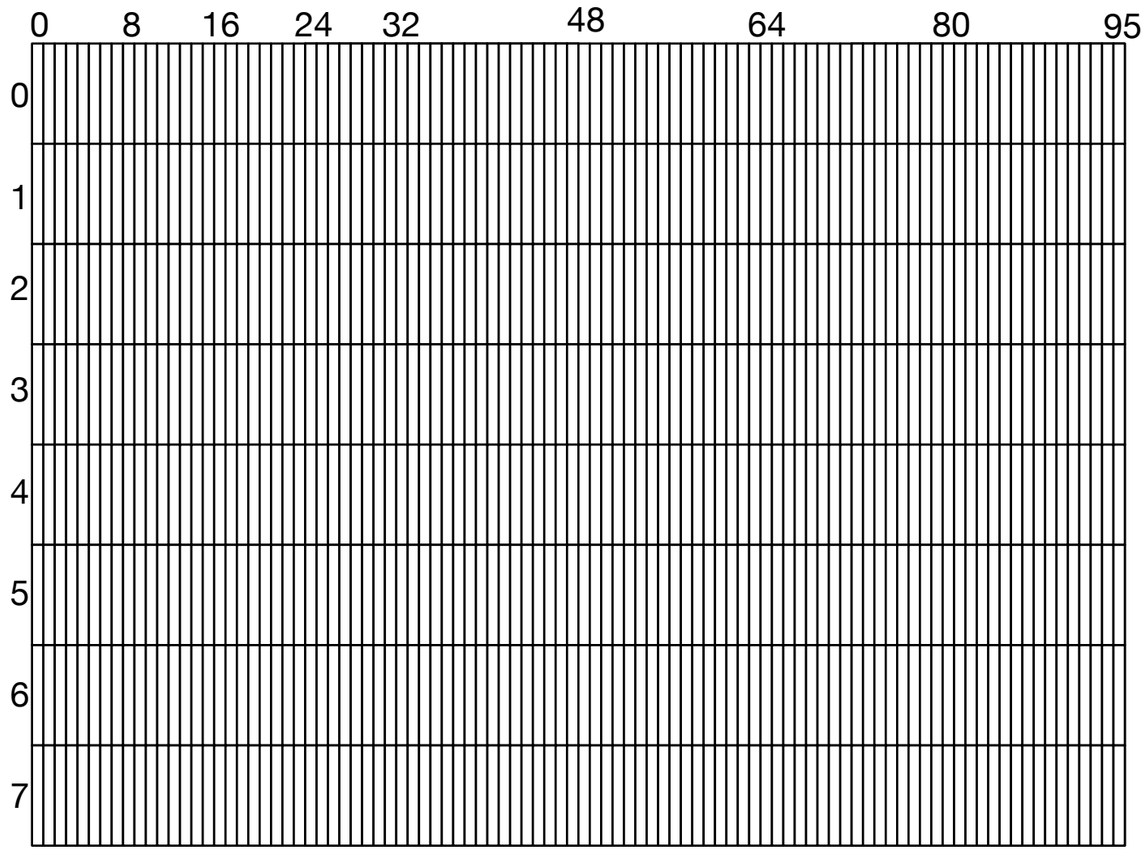
GambyBlockMode

24 wide, 16 high



Gamby Text Placement

96 (pixels) wide, 8 (characters) high



setPos(column, row)

printLn(‘text’)

Snake Game ‘room’: 16 wide, 14 high

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**
1	**16**	**17**	**18**	**19**	**20**	**21**	**22**	**23**	24	25	26	27	28	29	30	**31**
2	**32**	33	34	35	36	37	38	39	40	41	42	43	44	45	46	**47**
3	**48**								56							**63**
4	**64**								72							**79**
5	**80**								88							**95**
6	**96**	97	98	99	100	101	102	103	104	105	106	107	108	109	110	**111**
7	**112**	113	114	115	116	117	118	119	120	121	122	123	124	125	126	**127**
8	**128**								136							**143**
9	**144**								152							**159**
10	**160**								168							**175**
11	**176**								184							**191**
12	**192**	193	194	195	196	197	198	199	200	201	202	203	204	205	206	**207**
13	**208**	**209**	**210**	**211**	**212**	**213**	**214**	**215**	**216**	**217**	**218**	**219**	**220**	**221**	**222**	**223**

16x14 = 216.
So there are 216 ‘locations’ in our room.

Each ‘location’ in the room is given a number.

We can recalculate the row and column by some integer division. We use the ‘/‘ (divide) and ‘%’ (remainder) operators for this.

For example, for location 40:

40 ÷ 16 = 2 remainder 8

In C, we express this as:

x = 40 % 16
y = 40 / 16

Snake Screen Layout

24 wide, 16 high