

## Board Module

### Exported Access Programs

Routine name	In	Out	Exceptions
Board		Board	
setDelay	int		NegativeIntegerException
loadImages			FileNotFoundException
initGame			
reset		Board	
paintComponent	Graphics		InvalidGraphicsException
gameOver	Graphics		InvalidGraphicsException
checkPellet			
move			
checkCollision			InterruptedException
locatePellet			
actionPerformed			

## Snake Module

### Exported Access Programs

Routine name	In	Out	Exceptions
Snake		Snake	
main			