**# Need certain modules which we use through import**

**from turtle import\***

**from random import randrange**

**from freegames import square,vector**

**# initializing variables**

**food=vector(0,0)**

**snake=[vector(10,0)]**

**aim=vector(0,-10)**

**# Game controls: movement of snake**

**def change(x,y):**

**aim.x = x**

**aim.y = y**

**def inside(head):**

**return -200 < head.x < 190 and -200 < head.y < 190**

**def move():**

**head=snake[-1].copy()**

**head.move(aim)**

**if not inside(head) or head in snake:**

**square(head.x,head.y,9,'red')**

**update()**

**return**

**snake.append()**

**if head==food: # when snake catches the food-icon**

**print('snake',len(snake))**

**food.x=randrange(-15,15)\*10**

**food.y=randrange(-15,15)\*10**

**else:**

**snake.pop(0)**

**clear()**

**for body in snake:**

**square(body.x,body.y,9,'green')**

**square(food.x,food.y,9,'red')**

**update()**

**ontimer(move, 100) # speed of game**

**hideturtle()**

**tracer(False)**

**listen()**

**onkey(lambda:changes(10,0),'Right')**

**onkey(lambda:changes(-10,0),'Left')**

**onkey(lambda:changes(0,10),'Up')**

**onkey(lambda:changes(0,-10),'Down')**

**move()**

**done()**