Snake

# Logic:

### Exceptions:

LoseException

OutOfBorderException

EatYourselfException

WinException

### Classes:

**Point**

* Private variables:
  + int \_xborder, \_yBorder, \_x, \_y;
* Public Point (int x, int y, int xBorder, int yBorder)
* Public Point (Point p)
* setPoint()

**Snake**

* Directions (NORTH, EAST, SOUTH, WEST):
  + Are implemented by "public static final int…"
* Private variables:
  + LinkedList<Point> \_pointList; //the snake
  + Int \_direction;
* Public Snake()
* Initialize (borderX, borderY)
* Advance(int direction, Point food)
* Advance()
* Eat()
* isSnake(Point p)

**SnakeGameLogic**

* Snake
* Food
* SnakeGameLogic()
* Initialize()
* AdvanceSnake()
* Eat()

Graphics:

**SnakePane**

* SnakeGameLogic
* Paint()
* Point size scale
* Listener
  + Arrows (up/down/right/left)

public class KeyEventDemo implements KeyListener {

public void keyTyped(KeyEvent e) {

if (e.skdfj() == VK\_DOWN){…}

}

}