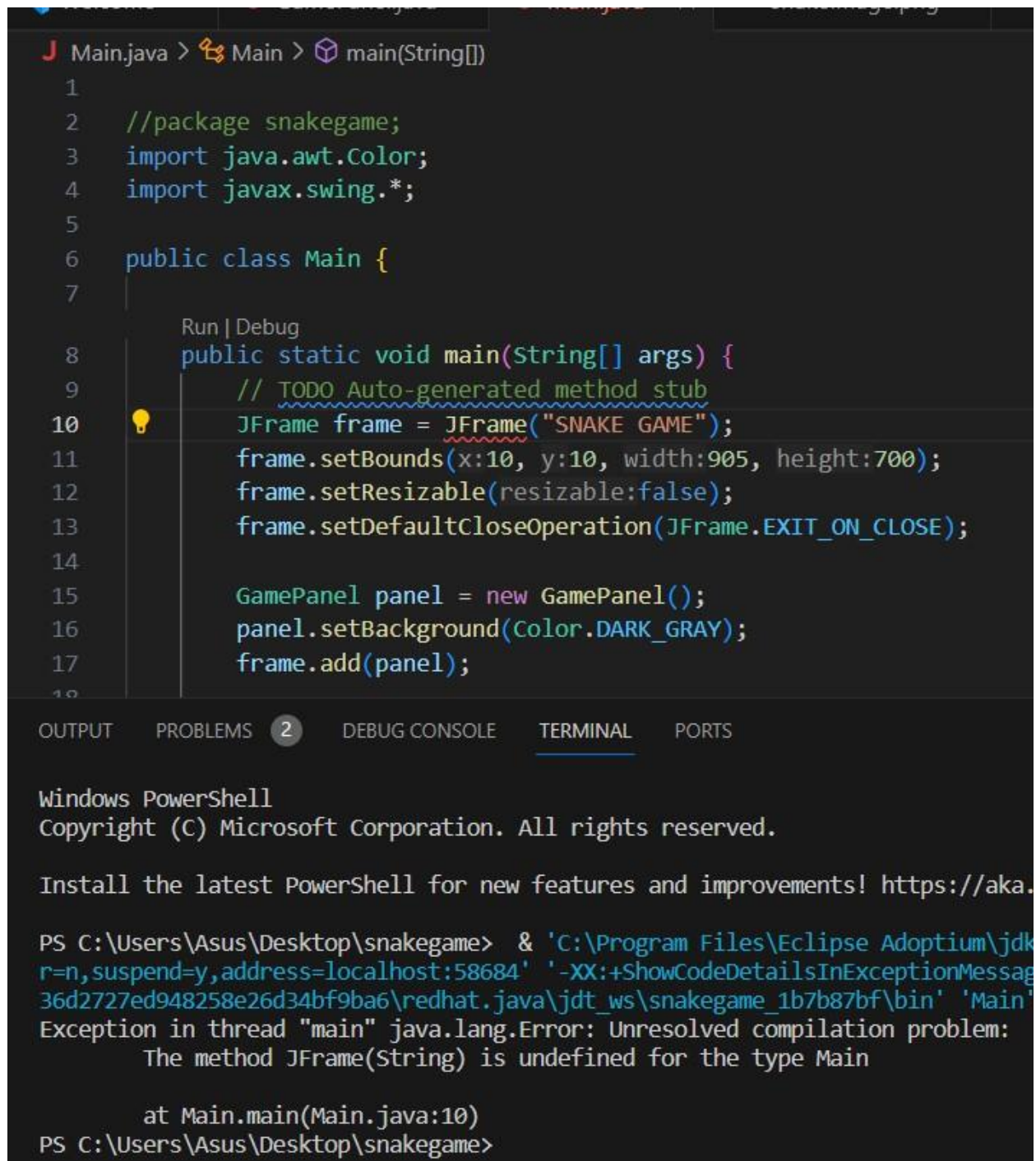


DEBUGGING IN VS CODE



```
J Main.java > Main > main(String[])
1
2 //package snakegame;
3 import java.awt.Color;
4 import javax.swing.*;
5
6 public class Main {
7
8     public static void main(String[] args) {
9         // TODO Auto-generated method stub
10        JFrame frame = JFrame("SNAKE GAME");
11        frame.setBounds(x:10, y:10, width:905, height:700);
12        frame.setResizable(resizable:false);
13        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
14
15        GamePanel panel = new GamePanel();
16        panel.setBackground(Color.DARK_GRAY);
17        frame.add(panel);
18    }
19 }
```

OUTPUT PROBLEMS 2 DEBUG CONSOLE TERMINAL PORTS

Windows PowerShell
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Install the latest PowerShell for new features and improvements! <https://aka.ms/powershell>

PS C:\Users\Asus\Desktop\sneakegame> & 'C:\Program Files\Eclipse Adoptium\jdk-17.0.2-windows-x64\bin\java.exe' -Xmx1024m -Djava.class.path=C:\Program Files\Eclipse Adoptium\jdk-17.0.2-windows-x64\bin\java.exe -XX:+ShowCodeDetailsInExceptionMessages -cp C:\Program Files\Eclipse Adoptium\jdk-17.0.2-windows-x64\bin\java.exe 36d2727ed948258e26d34bf9ba6\redhat.java\jdt_ws\sneakegame_1b7b87bf\bin 'Main'

Exception in thread "main" java.lang.Error: Unresolved compilation problem:

The method JFrame(String) is undefined for the type Main

at Main.main(Main.java:10)

PS C:\Users\Asus\Desktop\sneakegame>

```

//package snakegame;
import java.awt.Color;
import javax.swing.*.*;

public class Main {
    Run | Debug
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        JFrame frame = new JFrame(title:"SNAKE GAME");
        frame.setBounds(x:10, y:10, width:905, height:700);
        frame.setResizable(resizable:false);
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        GamePanel panel = new GamePanel();
        panel.setBackground(Color.DARK_GRAY);
        frame.add(panel);

        frame.setVisible(b:true);
    }
}

```

