**Homepage:Home.java(where I do designing)**

**Coding:**

package snake\_game;

public class Home extends javax.swing.JFrame {

public Home() {

initComponents();

}

/\*\*

\* This method is called from within the constructor to initialize the form.

\* WARNING: Do NOT modify this code. The content of this method is always

\* regenerated by the Form Editor.

\*/

@SuppressWarnings("unchecked")

// <editor-fold defaultstate="collapsed" desc="Generated Code">

private void initComponents() {

jPanel1 = new javax.swing.JPanel();

jLabel1 = new javax.swing.JLabel();

jLabel2 = new javax.swing.JLabel();

play\_game = new javax.swing.JButton();

setDefaultCloseOperation(javax.swing.WindowConstants.EXIT\_ON\_CLOSE);

setTitle("Snake Moving Game");

jPanel1.setBackground(java.awt.SystemColor.activeCaption);

jPanel1.setBorder(javax.swing.BorderFactory.createLineBorder(new java.awt.Color(255, 51, 51), 4));

jLabel1.setIcon(new javax.swing.ImageIcon("C:\\Users\\kk\\Desktop\\pics dld\\snake1\_files\\unnamed.png")); // NOI18N

jLabel1.setText("jLabel1");

jLabel2.setFont(new java.awt.Font("Segoe UI", 1, 36)); // NOI18N

jLabel2.setForeground(new java.awt.Color(0, 51, 102));

jLabel2.setText("Snake Game");

play\_game.setBackground(java.awt.SystemColor.activeCaption);

play\_game.setFont(new java.awt.Font("Segoe UI", 1, 18)); // NOI18N

play\_game.setForeground(new java.awt.Color(0, 51, 51));

play\_game.setText("PLAY GAME");

play\_game.setBorder(javax.swing.BorderFactory.createLineBorder(new java.awt.Color(0, 0, 0), 2));

play\_game.addActionListener(new java.awt.event.ActionListener() {

public void actionPerformed(java.awt.event.ActionEvent evt) {

play\_gameActionPerformed(evt);

}

});

javax.swing.GroupLayout jPanel1Layout = new javax.swing.GroupLayout(jPanel1);

jPanel1.setLayout(jPanel1Layout);

jPanel1Layout.setHorizontalGroup(

jPanel1Layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

.addGroup(jPanel1Layout.createSequentialGroup()

.addComponent(jLabel1, javax.swing.GroupLayout.PREFERRED\_SIZE, 482, javax.swing.GroupLayout.PREFERRED\_SIZE)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)

.addGroup(jPanel1Layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

.addGroup(jPanel1Layout.createSequentialGroup()

.addComponent(jLabel2, javax.swing.GroupLayout.PREFERRED\_SIZE, 221, javax.swing.GroupLayout.PREFERRED\_SIZE)

.addContainerGap())

.addGroup(javax.swing.GroupLayout.Alignment.TRAILING, jPanel1Layout.createSequentialGroup()

.addComponent(play\_game, javax.swing.GroupLayout.PREFERRED\_SIZE, 177, javax.swing.GroupLayout.PREFERRED\_SIZE)

.addGap(27, 27, 27))))

);

jPanel1Layout.setVerticalGroup(

jPanel1Layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

.addComponent(jLabel1, javax.swing.GroupLayout.DEFAULT\_SIZE, javax.swing.GroupLayout.DEFAULT\_SIZE, Short.MAX\_VALUE)

.addGroup(jPanel1Layout.createSequentialGroup()

.addGap(40, 40, 40)

.addComponent(jLabel2, javax.swing.GroupLayout.PREFERRED\_SIZE, 62, javax.swing.GroupLayout.PREFERRED\_SIZE)

.addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED, javax.swing.GroupLayout.DEFAULT\_SIZE, Short.MAX\_VALUE)

.addComponent(play\_game, javax.swing.GroupLayout.PREFERRED\_SIZE, 63, javax.swing.GroupLayout.PREFERRED\_SIZE)

.addGap(115, 115, 115))

);

javax.swing.GroupLayout layout = new javax.swing.GroupLayout(getContentPane());

getContentPane().setLayout(layout);

layout.setHorizontalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

.addComponent(jPanel1, javax.swing.GroupLayout.DEFAULT\_SIZE, javax.swing.GroupLayout.DEFAULT\_SIZE, Short.MAX\_VALUE)

);

layout.setVerticalGroup(

layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

.addComponent(jPanel1, javax.swing.GroupLayout.DEFAULT\_SIZE, javax.swing.GroupLayout.DEFAULT\_SIZE, Short.MAX\_VALUE)

);

pack();

}// </editor-fold>

private void play\_gameActionPerformed(java.awt.event.ActionEvent evt) {

snake s = new snake();

s.setVisible(true);

}

/\*\*

\* @param args the command line arguments

\*/

public static void main(String args[]) {

/\* Set the Nimbus look and feel \*/

//<editor-fold defaultstate="collapsed" desc=" Look and feel setting code (optional) ">

/\* If Nimbus (introduced in Java SE 6) is not available, stay with the default look and feel.

\* For details see http://download.oracle.com/javase/tutorial/uiswing/lookandfeel/plaf.html

\*/

try {

for (javax.swing.UIManager.LookAndFeelInfo info : javax.swing.UIManager.getInstalledLookAndFeels()) {

if ("Nimbus".equals(info.getName())) {

javax.swing.UIManager.setLookAndFeel(info.getClassName());

break;

}

}

} catch (ClassNotFoundException ex) {

java.util.logging.Logger.getLogger(Home.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);

} catch (InstantiationException ex) {

java.util.logging.Logger.getLogger(Home.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);

} catch (IllegalAccessException ex) {

java.util.logging.Logger.getLogger(Home.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);

} catch (javax.swing.UnsupportedLookAndFeelException ex) {

java.util.logging.Logger.getLogger(Home.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);

}

//</editor-fold>

/\* Create and display the form \*/

java.awt.EventQueue.invokeLater(new Runnable() {

public void run() {

new Home().setVisible(true);

}

});

}

// Variables declaration - do not modify

private javax.swing.JLabel jLabel1;

private javax.swing.JLabel jLabel2;

private javax.swing.JPanel jPanel1;

private javax.swing.JButton play\_game;

// End of variables declaration

}