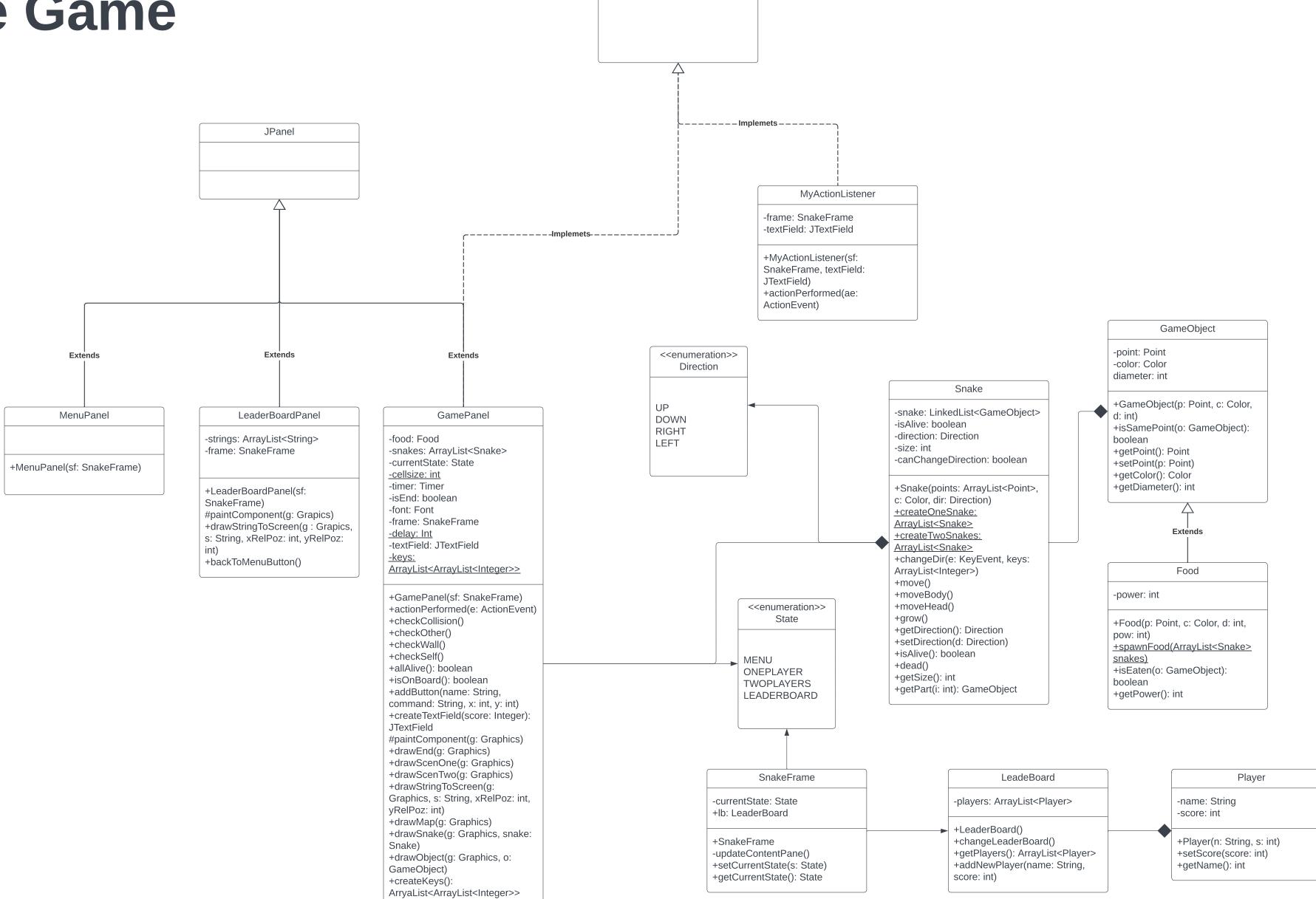
Snake Game



+setSnakes(s: ArrayList<Snake>)

<<interface>>
ActionListener