```java
public List< Point> getPoints () {
return points;
}
public boolean isSafe () {
return safe || length == 1;
}
public Point getHead () {
return head;
}
private boolean isStill () {
return xVelocity == 0 & yvelocity == 0;
}
public void move () {
if (! isStill) {
shiftTo (head.translate (xVelocity, Velocity));
}
}
public void extend () {
if (! isStill) {
growTo (head.translate (xVelocity, yVelocity));
}
}
public void setup () {
if (yVelocity == 1 && length> 1) return;
xVelocity = 0;
Welocity = -1;
}
public void setDown () {
if (yVelocity == -1 && length> 1) return;
XVelocity = 0;
yVelocity = 1;
}
public void setLeft () {
if (xVelocity == 1 && length> 1) return;
xVelocity = -1;
yVelocity = 0;
Y
public void setRight () {
if (xVelocity == -1 && length> 1) return;
xVelocity = 1;
yVelocity = 0;
```

```
}
}
```