```java
public int getRows () {
return rows;
}
public double getwidth () {
return rows SIZE;
}
public double getHeight () {
return cols * SIZE;
}
public Snake getSnake () {
return snake;
}
public Food getFood () {
return food;
}
}
```

Point.java

```java
package snakegame. logic;
public class Point {
private final int x; // The X coordinate
private final int y; // The Y coordinate
Point (final int x, final int y) {
this.x = x;
this.y
= y;
}
public int getX () {
return x;
}
public int getY () {
return y;
}
public point translate (int dx, int dy) {
return new Point (x + dx, y + dy);
}
@Override
public boolean equals (object other) {
if (! (other instanceof Point)) return false;
Point point = (Point) other;
return x == point.x & y == point.y;
}
```

```java
public String toString () {
return x + "" + y;
}
}
```

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