Painter.java

```java
package snakegame.gui;
import snakegame. logic. Food;
import snakegame. logic. Grid;
import snakegame. logic. Point;
import snakegame. logic. Snake;
import javafx.scene.canvas. GraphicsContext;
import javafx.scene.paint.Color;
import static snakegame. logic.Grid.SIZE;
public class Painter {
public static void paint (Grid grid, GraphicsContext gc) {
gc. setFill (Grid.COLOR);
gc.fillRect (0, 0, grid.getWidth (), grid.getHeight ());
// Now the Food
gc. setFill (Food.COLOR);
paintPoint (grid.getFood (). getPoint (), gc);
// Now the snake
Snake snake-grid.getSnake ();
gc. setFill (Snake. COLOR);
snake.getPoints (). forEach (point-> paintPoint (point, gc));
if (! snake.isSafe ()) {
gc. setFill (Snake DEAD);
paintPoint (snake.getHead (), gc);
}
// The score
gc. setFill (Color.BEIGE);
gc.fillText ("Score: + 100 * snake.getPoints (). size (), 10, 490);
}
private static void paintPoint (Point point, GraphicsContext gc) {
gc.fillRect (point.getX () * SIZE, point.getY () * SIZE, SIZE, SIZE);
}
public static void paintResetMessage (GraphicsContext gc) {
gc. setFill (Color.AQUAMARINE);
gc.fillText (" Hit RETURN to reset. ", 10, 10);
}
}
```