

UNDB

CENTRO UNIVERSITÁRIO AVALIAÇÃO 2

@Override

```
public void run () {
while (running &&! paused) {
// Time the update and paint calls
float time = System.currentTimeMillis ();
key IsPressed = false;
grid.update ();
Painter.paint (grid, context);
if (! grid.getSnake (). isSafe ()) {
pause ();
Painter.paintResetMessage (context);
break;
}
time = System.currentTimeMillis ()-time;
// Adjust the timing correctly
if (time< interval) {
try {
Thread.sleep ((long) (interval-time));
} catch (InterruptedException ignore) {
}
}
public void stop () {
running = false;
}
public boolean iskeyPressed () {
return keyIsPressed;
}
public void setKeyPressed () {
key Ispressed = true;
}
public void resume () {
paused = false;
}
public void pause () {
paused = true;
}
public boolean ispaused () {
return paused;
}
public int getFrameRate () {
return frameRate;
}
```

```
}  
public void setFrameRate (int frameRate) {  
this.frameRate = frameRate;  
}  
}
```

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