UNDB
CENTRO UNIVERSITÁRIO AVALIAÇÃO 2
Grid.java

```
package snakegame. logic;
import javafx.scene.paint.Color;
import java.util. Random;
public class Grid {
public static final int SIZE = 10;
public static final Color COLOR = new Color (0.1, 0.1, 0.1, 1);
private final int cols; // The number of columns
private final int rows; // The number of rows
private Snake snake;
private Food food;
public Grid (final double width, final double height) {
rows = (int) width/ SIZE;
cols = (int) height/ SIZE;
// initialize the snake at the centre screen
snake = new Snake (this, new Point (rows/ 2, cols/ 2));
// put the food at a random location
food = new Food (getRandomPoint ());
}
public point wrap (Point point) {
int x = point.getX ();
int y = point.getY ();
if (x> = rows) X = 0;
if (y> = cols) y = 0;
if (x< 0) x = rows-1;
if (y< 0) y = cols-1;
return new Point (x, y);
}
private Point getRandomPoint () {
Random random = new Random ();
Point
point;
do {
point = new Point (random.nextInt (rows), random.nextInt
(cols));
} while (point.equals (snake.getHead ()));
return point;
}
public void update () {
if (food.getPoint (). equals (snake.getHead ())) {
snake.extend ();
```

```
food.setPoint (getRandomPoint ());
} else {
snake.move ();
}
Y
public int getCols () {
return cols;
}
```