

## 10. ANEXO: CÓDIGO FONTE

Food.java

```
package snakegame. logic;
import javafx.scene.paint.Color;
public class Food {
    public static final Color COLOR = Color. ROSYBROWN;
    private Point point;
    Food (Point point) {
        this.point = point;
    }
    public Point getPoint () {
        return point;
    }
    public void setPoint (Point point) {
        this.point = point;
    }
}
```

GameLoop.java

```
package snakegame. logic;
import snakegame.gui.Painter;
import javafx.scene.canvas. GraphicsContext;
public class GameLoop implements Runnable {
    private final Grid grid;
    private final GraphicsContext context;
    private int frameRate;
    private float interval;
    private boolean running;
    private boolean paused;
    private boolean keyIsPressed;
    public GameLoop (final Grid grid, final GraphicsContext
    context) {
        this.grid = grid;
        this.context = context;
        frameRate = 20;
        interval = 1000.Of/ frameRate; // 1000 ms in a second
        running = true;
        paused = false;
        keyIsPressed = false;
    }
}
```