Snake:

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| Snake Model |
| Schlange: Point  Schrittweite: int  Hoehe: int  Breite: int |
| snakeModel(b:int, h:int)  rauf()  runter()  links()  rechts()  init() |

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| Snake View |
| M: Snake Model  C: snake controller  Brauf:JButton  Brunter:JButton  Blinks:JButton  Brechts:JButton  P: snake Panel |
| snakeView(m:snakeModel, c:snakeController)  .  .  .  Refresh()  .  .  . |

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| Snake Test |
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| Main(String[] args) |

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| Snake Controller |
| M:snake model  V: snake view |
| Snake Controller(b:int, h:int)  actionPerformed(..) |

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| Snake Panel |
| M SnakeModel |
| Paint[Component](G Graphics) |