

Snake::getElementOfEaten
Fruit

```
graph LR; A[Snake::getElementOfEatenFruit] --> B[getNumericAnswerFromPlayer]; B --> B;
```

The diagram consists of two rectangular boxes. The left box is gray and contains the text 'Snake::getElementOfEatenFruit'. A blue arrow points from the right side of this box to the left side of a white box on the right. The white box contains the text 'getNumericAnswerFromPlayer'. A blue curved arrow starts from the top of the white box and points back to the top of the same box, indicating a self-call or loop.

getNumericAnswerFromPlayer