package snakegame;

import javax.swing.JFrame;

import java.awt.\*;

public class main {

public static void main(String[] args) {

JFrame frame = new JFrame("Snake Game ");

frame.setBounds(10,10,905,700);

frame.setResizable(false);

frame.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

GamePanel panel = new GamePanel();

panel.setBackground(Color.BLACK);

frame.add(panel);

frame.setVisible(true);

}

}