```
                Block #0
r0 := @this
specialinvoke r0.<init>()
return
```

void <init>()

```
                                Block #0
r0 := @this
$i0 := @parameter0
$i1 := @parameter1
$i2 := @parameter2
$i3 := @parameter3
$i2 = com.example.android.snake.TileView.mTileSize
$i2 = $i0 / $i2
$d0 = (double) $i2
$d0 = java.lang.Math.floor($d0)
$i2 = (int) $d0
com.example.android.snake.TileView.mXTileCount = $i2
$i2 = com.example.android.snake.TileView.mTileSize
$i2 = $i1 / $i2
$d0 = (double) $i2
$d0 = java.lang.Math.floor($d0)
$i2 = (int) $d0
com.example.android.snake.TileView.mYTileCount = $i2
$i2 = com.example.android.snake.TileView.mTileSize
$i3 = com.example.android.snake.TileView.mXTileCount
$i2 = $i2 * $i3
$i0 = $i0 - $i2
$i0 = $i0 / 2
com.example.android.snake.TileView.mXOffset = $i0
$i0 = com.example.android.snake.TileView.mTileSize
$i2 = com.example.android.snake.TileView.mYTileCount
$i0 = $i0 * $i2
$i0 = $i1 - $i0
$i0 = $i0 / 2
com.example.android.snake.TileView.mYOffset = $i0
$i0 = com.example.android.snake.TileView.mXTileCount
$i1 = com.example.android.snake.TileView.mYTileCount
$r1 = newarray (int)[2]
$r1[0] = $i0
$r1[1] = $i1
$r2 = java.lang.Integer.TYPE
$r3 = java.lang.reflect.Array.newInstance($r2, $r1)
$r4 = (int[][]) $r3
r0.mTileGrid = $r4
virtualinvoke r0.clearTiles()
return
```

void onSizeChanged(int,int,int,int)