

Block #0

r0 := @this

specialinvoke r0.<init>()

return

void <init>()

Block #0

```
r0 := @this
$r1 = r0.mSnakeTrail
virtualinvoke $r1.clear()
$r1 = r0.mAppleList
virtualinvoke $r1.clear()
$r1 = r0.mSnakeTrail
$r2 = new com.example.android.snake.SnakeView$Coordinate
specialinvoke $r2.<init>(r0, 7, 7)
virtualinvoke $r1.add($r2)
$r1 = r0.mSnakeTrail
$r2 = new com.example.android.snake.SnakeView$Coordinate
specialinvoke $r2.<init>(r0, 6, 7)
virtualinvoke $r1.add($r2)
$r1 = r0.mSnakeTrail
$r2 = new com.example.android.snake.SnakeView$Coordinate
specialinvoke $r2.<init>(r0, 5, 7)
virtualinvoke $r1.add($r2)
$r1 = r0.mSnakeTrail
$r2 = new com.example.android.snake.SnakeView$Coordinate
specialinvoke $r2.<init>(r0, 4, 7)
virtualinvoke $r1.add($r2)
$r1 = r0.mSnakeTrail
$r2 = new com.example.android.snake.SnakeView$Coordinate
specialinvoke $r2.<init>(r0, 3, 7)
virtualinvoke $r1.add($r2)
$r1 = r0.mSnakeTrail
$r2 = new com.example.android.snake.SnakeView$Coordinate
specialinvoke $r2.<init>(r0, 2, 7)
virtualinvoke $r1.add($r2)
r0.mNextDirection = 1
specialinvoke r0.addRandomApple()
specialinvoke r0.addRandomApple()
r0.mMoveDelay = 600L
r0.mScore = 0L
return
```

void initNewGame()