

Block #0

```
r0 := @this
$r1 = r0.mAppleList
$r2 = virtualinvoke $r1.iterator()
```

```
graph TD
    B0[Block #0] --> B1[Block #1]
    B1 --> B2[Block #2]
    B2 --> B1
    B2 --> B3[Block #3]
```

Block #1

```
label1:
$z0 = interfaceinvoke $r2.hasNext()
if $z0 == 0 goto label2
```

Block #2

```
$r3 = interfaceinvoke $r2.next()
r4 = (com.example.android.snake.SnakeView$Coordinate) $r3
$i0 = r4.x
$i1 = r4.y
virtualinvoke r0.setTile(2, $i0, $i1)
goto label1
```

Block #3

```
label2:
return
```

void updateApples()

## Block #0

```
r0 := @this  
$r1 := @parameter0  
$r2 = com.example.android.snake.Snake.ICICLE_KEY  
$r4 = r0.mSnakeView  
$r3 = virtualinvoke $r4.saveState()  
virtualinvoke $r1.putBundle($r2, $r3)  
return
```

void onSaveInstanceState(android.os.Bundle)