|  |
| --- |
| Snake |
| - xLocation: int  - yLocation: int  - snakeLength: int  - snakeSpeed: int  - snakeTail: ? |
| **+** [**addActorCollisionListener**](http://www.aplu.ch/classdoc/jgamegrid/ch/aplu/jgamegrid/Actor.html#addActorCollisionListener(ch.aplu.jgamegrid.GGActorCollisionListener))(**[GGActorCollisionListener](http://www.aplu.ch/classdoc/jgamegrid/ch/aplu/jgamegrid/GGActorCollisionListener.html" \o "interface in ch.aplu.jgamegrid)** listener): void  *Registers a collision listener that reports collision events when actors collide.*  + setDirection(double direction)  *Returns the current location (horizontal and vertical coordinates).*  + [**setX**](http://www.aplu.ch/classdoc/jgamegrid/ch/aplu/jgamegrid/Actor.html#setX(int))(int x): void  *Assigns a new current horizontal cell coordinate.*  + **setY**(int y): void  *Assigns a new current vertical cell coordinate.*  + move(int distance)  *Moves the given distance in the current direction.*  + reset()  Empty method called when the actor is added to the game grid. Reverts the program back to the starting point.  + turn(double angle)  Turns the moving direction by the given angle.  + collide()  Empty implementation of GGActorCollisionListener called when two actors collide(in this case if the snake eats itself)  + getImage()  Returns a buffered image.  + getDirection()  Gets the current direction.  + isInGrid():Boolean  Return true if the actor is located within the grid |