RunPlayfield	Snake	Rabbit
	- Name: string = "Snake" - xSPosition: int - ySPosition: int Note coordinates	- name: String - xRPosition: int - yRPosition: int Note coordinates
+ Main; void	+ setNameRabbit:String + moveUp + moveDown + moveLeft + MoveRight + tellPosition	+ setNameRabbit:String + moveUp + moveDown + moveLeft + MoveRight + tellPosition