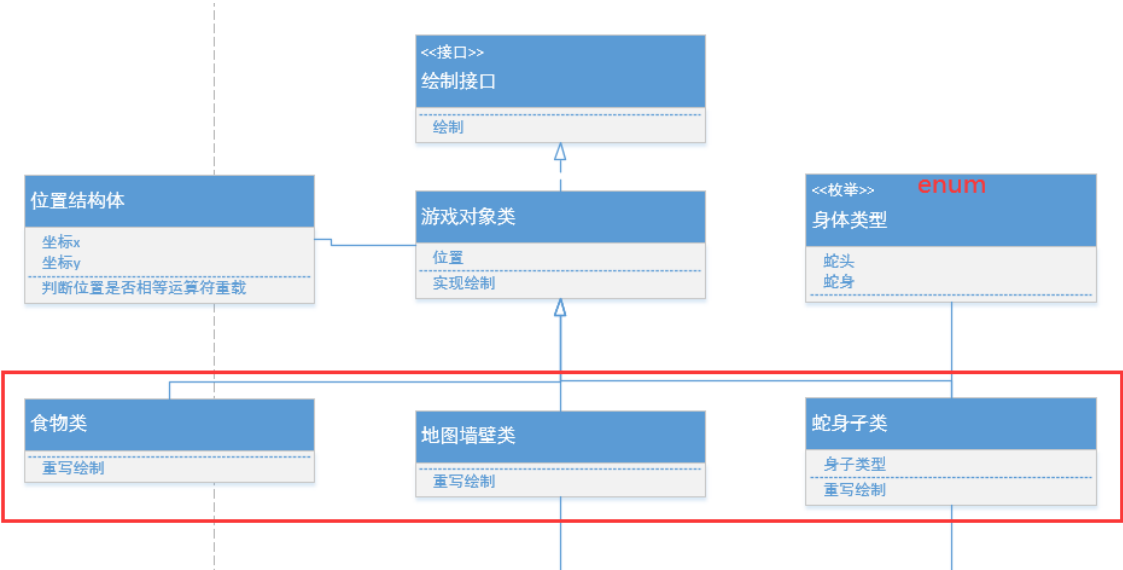
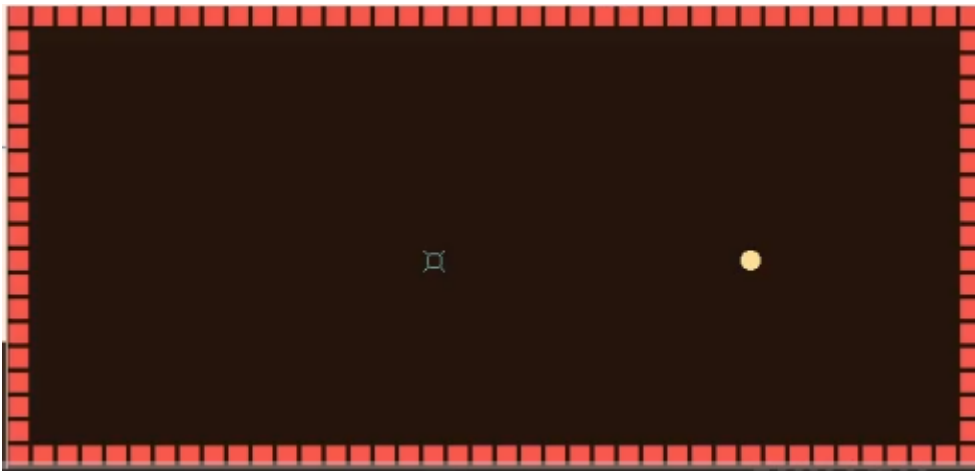


任务59：继承游戏对象基类的对象 知识点



```
Lesson4
├── Food.cs
├── SnakeBody.cs
├── Wall.cs
└── Program.cs
```

地图墙壁类:



```
namespace Snake.Lesson4
{
    1 个引用
    class Wall : GameObject
    {
        0 个引用
        public Wall(int x, int y)
        {
            pos = new Position(x, y);
        }
        2 个引用
        public override void Draw()
        {
            Console.SetCursorPosition(pos.x, pos.y);
            Console.ForegroundColor = ConsoleColor.Red;
            Console.Write("■");
        }
    }
}
```

```

namespace Snake.Lesson4
{
    /// <summary>
    /// 蛇身体类型
    /// </summary>
    4 个引用
    enum E_SnakeBody_Type
    {
        Head,
        Body
    }
    1 个引用
    class SnakeBody : GameObject
    {
        private E_SnakeBody_Type type;

        0 个引用
        public SnakeBody(int x, int y, E_SnakeBody_Type bodyType)
        {
            pos = new Position(x, y);
            this.type = bodyType;
        }
        2 个引用
        public override void Draw()
        {
            Console.SetCursorPosition(pos.x, pos.y);
            Console.ForegroundColor = type == E_SnakeBody_Type.Head ? ConsoleColor.Yellow : ConsoleColor.Green;
            Console.Write(type==E_SnakeBody_Type.Head? "●" : "◎");
        }
    }
}

```

```

namespace Snake.Lesson4
{
    1 个引用
    class Food : GameObject
    {
        0 个引用
        public Food(int x, int y)
        {
            pos = new Position(x, y);
        }

        2 个引用
        public override void Draw()
        {
            Console.SetCursorPosition(pos.x, pos.y);
            Console.ForegroundColor = ConsoleColor.Cyan;
            Console.Write("◎");
        }
    }
    //随机位置的行为，和蛇有关，后面在写
}

```