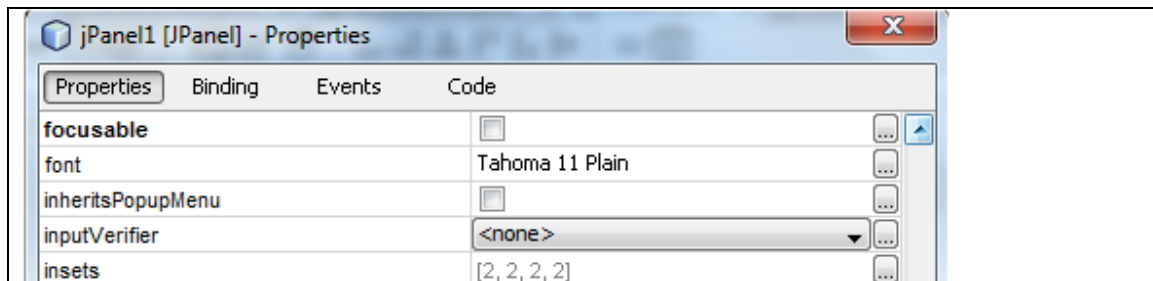
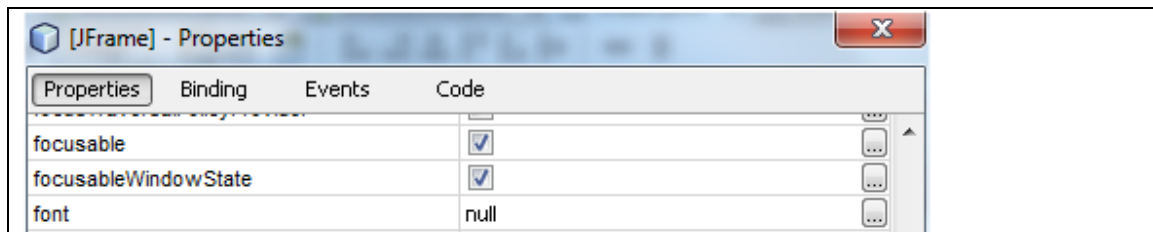
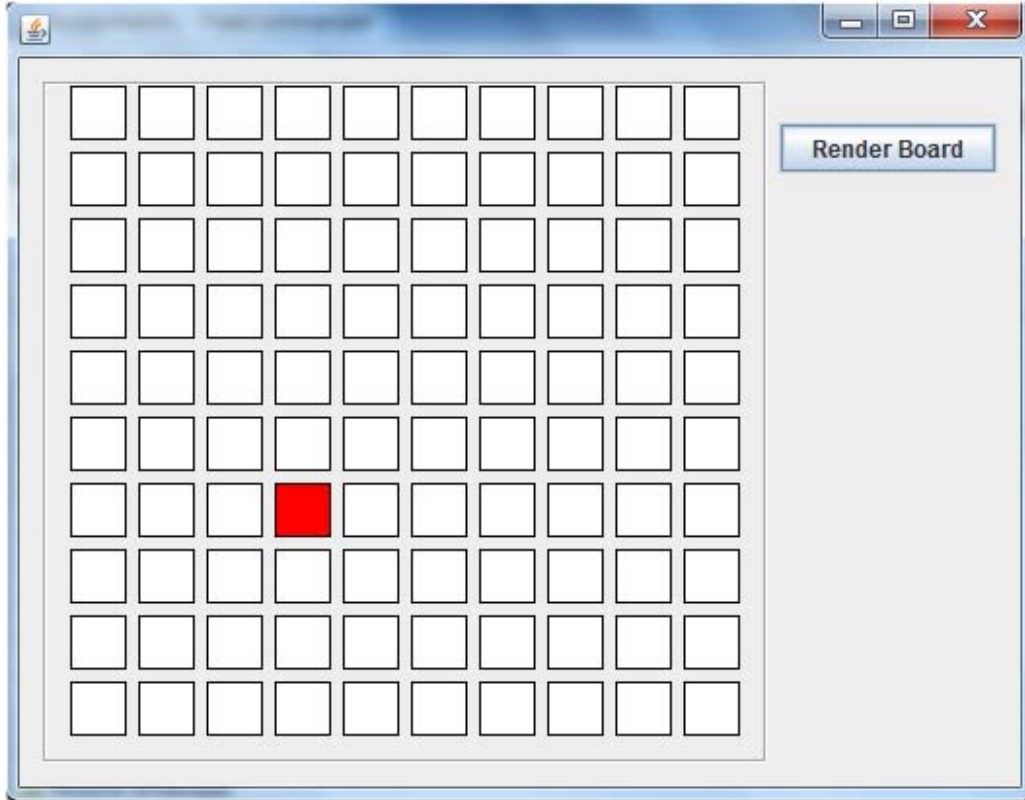


Fundamentals of Programming II Assignment 06 Snake Phase 01



```
int board[][]={{0,0,0,0,0,0,0,0,0,0},
               {0,0,0,0,0,0,0,0,0,0},
               {0,0,0,0,0,0,0,0,0,0},
               {0,0,0,0,0,0,0,0,0,0},
```



```
{0,0,0,0,0,0,0,0,0,0},  
{0,0,0,0,0,0,0,0,0,0},  
{0,0,0,0,0,0,0,0,0,0},  
{0,0,0,0,0,0,0,0,0,0},  
{0,0,0,0,0,0,0,0,0,0},  
{1,0,0,0,0,0,0,0,0,0};
```

```
void renderBoard()
```

```
{  
    if(board[0][0]==0)_00.setBackground(Color.white); else _00.setBackground(Color.red);  
    if(board[0][1]==0)_01.setBackground(Color.white); else _01.setBackground(Color.red);  
    if(board[0][2]==0)_02.setBackground(Color.white); else _02.setBackground(Color.red);  
    if(board[0][3]==0)_03.setBackground(Color.white); else _03.setBackground(Color.red);  
    if(board[0][4]==0)_04.setBackground(Color.white); else _04.setBackground(Color.red);  
    if(board[0][5]==0)_05.setBackground(Color.white); else _05.setBackground(Color.red);  
    if(board[0][6]==0)_06.setBackground(Color.white); else _06.setBackground(Color.red);  
    .  
    .  
}
```

```
private void formKeyPressed(java.awt.event.KeyEvent evt) {  
    int r,c;  
    switch (evt.getKeyCode())  
    {  
        case KeyEvent.VK_LEFT:  
            for(r=0;r<10;r++)  
            {  
                for(c=9;c>=0;c--)  
                {  
                    if(board[r][c]==1)  
                    {  
                        int num=c;  
                        board[r][num]=0;  
                        num--; if (num==-1)num=9;  
                        board[r][num]=1;  
                        break;  
                    }  
                }  
            }  
            break;  
        case KeyEvent.VK_RIGHT:  
            for(r=0;r<10;r++)  
            {  
                for(c=0;c<10;c++)  
                {  
                    if(board[r][c]==1)  
                    {  
                        board[r][c]=0;board[r][(c+1)%10]=1;  
                        break;  
                    }  
                }  
            }  
            break;  
        case KeyEvent.VK_UP:  
            for(c=0;c<10;c++)  
            {  
                for(r=9;r>=0;r--)  
                {  
                    if(board[r][c]==1)  
                    {
```



```
int num=r;
board[num][c]=0;
num--; if(num== -1) num=9;
board[num][c]=1;
break;
    }
}
break;
case KeyEvent.VK_DOWN:
for(c=0;c<10;c++)
{
for(r=0;r<10;r++)
{
if(board[r][c]==1)
{
board[r][c]=0;board[(r+1)%10][c]=1;
break;
}
}
}
break;
}
renderBoard();
}
```