

snake_view.py

```
1 def draw_board(canvas, x1, y1, x2, y2, board, debug_mode):
2     rows = len(board)
3     cols = len(board[0])
4
5     total_width = x2 - x1
6     cell_width = total_width / cols
7     total_height = y2 - y1
8     cell_height = total_height / rows
9
10    for row in range(rows):
11        for col in range(cols):
12            value = board[row][col]
13            color = get_color(value)
14
15            x_left = x1 + col * cell_width
16            x_right = x_left + cell_width
17            y_top = y1 + row * cell_height
18            y_bottom = y_top + cell_height
19
20            canvas.create_rectangle(x_left, y_top, x_right, y_bottom, fill=color)
21
22            if debug_mode:
23                xc = (x_left + x_right) / 2
24                yc = (y_top + y_bottom) / 2
25                text = f'{row} {col}\n{value}'
26                canvas.create_text(xc, yc, text=text)
27
28 def get_color(value):
29     color = None
30     if value == 0:
31         color = 'lightgray'
32     if value >= 0:
33         color = 'orange'
34     if value == -1:
35         color = 'cyan'
36     return color
```

view_test.py

```
1 from uib_inf100_graphics.simple import canvas, display
2 from snake_view import draw_board
3
4 test_board = [
5     [0, 0, 0, 0, 0, 0, 0, 0, 0],
6     [0, 0, 0, 9,10,11, 0,-1, 0],
7     [0, 0, 0, 8, 0, 0, 0, 0, 0],
8     [0, 0, 0, 7, 6, 5, 0, 0, 0],
9     [0, 0, 0, 0, 0, 4, 0, 0, 0],
10    [0, 0, 0, 1, 2, 3, 0, 0, 0],
11    [0, 0, 0, 0, 0, 0, 0, 0, 0],
12 ]
13
14 draw_board(canvas, 25, 25, 375, 375, test_board, True)
15 display(canvas)
```