

Your name: \_\_\_\_\_

Date: \_\_\_\_\_

Problem: snake-remove-tail

Problem description:

Remove tail segment from instance  
of struct Snake

Input name	Description	Data type
S	pointer to struct Snake instance	struct Snake*

Output data: struct Snake instance is modified to have one fewer segments (side effect)	Output form:	Data type:
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Strategy:

- \* - shift elements 1.. num\_segments - 1 one position to the left
- decrement num\_segments

Control flow sketch:

```
for(int i=1; i < s->num_segments; i++){
    s->segments[i-1] =
        s->segments[i];
    /*
    s->segments[i-1].x =
        s->segments[i].x;
        - same for y -
    */
}
s->num_segments --;
```

Similar problems:

```
struct Point {
    int x, y;
};

struct Snake {
    int num_segments;
    struct Point segments[MAX];
    int dir;
};
```