Snake (Graffiti) by Prasanna Seshadri

Rules: Blacken some cells and then draw a snake (a 1-cell wide path) that doesn't touch itself, not even diagonally. All remaining white cells must be part of the snake with the head and tail given in the grid. Outside clues indicate the size of all groups of blackened cells in that row or column in order. There must be at least one white cell between each of these groups. When no clues are given, any number of cells may be shaded in that row/column.

★★★☆☆