# Die Methode init()

**public** **void** init(GameContainer gc) **throws** SlickException {

 gc.getInput().addMouseListener(**new** MouseListener(){

 **public** **void** mouseWheelMoved(**int** change)

 {

 **if** (simulation.**this**.mode == 0)

 {

 **if** (change > 0){

 simulation.**this**.size += 2;

 }

 **else** {

 simulation.**this**.size -= 2;

 }

 }

 }

 **public** **void** mouseClicked(**int** button,**int** x,**int** y,**int** clickCount) {

 **if** (button == 1) {

 **switch** (simulation.**this**.drawing)

 {

 **case** 0:

 simulation.**this**.drawing = 1;

 **break**;

 **case** 1:

 simulation.**this**.drawing = 2;

 **break**;

 **case** 2:

 simulation.**this**.drawing = 0;

 **break**;

 }

 }

 }

 **public** **void** mousePressed(**int** button,**int** x,**int** y) {}

 **public** **void** mouseReleased(**int** button,**int** x,**int** y) {}

 **public** **void** mouseMoved(**int** oldx,**int** oldy,**int** newx,**int** newy) {}

 **public** **void** mouseDragged(**int** oldx,**int** oldy,**int** newx,**int** newy) {

 **if** (simulation.**this**.mode == 0)

 {

 **for** (**int** a = -simulation.**this**.size;a <= simulation.**this**.size; a++)

 {

 **for** (**int** b = -simulation.**this**.size;b <= simulation.**this**.size; b++)

 {

 **if** (((newx/scale) + a) < simulation.**this**.width && ((newx/scale) + a) > 0 && ((newy/scale) + b) < simulation.**this**.height && ((newy/scale) + b) > 0)

 {

 simulation.**this**.field[(newx/scale) + a][(newy/scale) + b] = simulation.**this**.drawing;

 simulation.**this**.bkupField[(newx/scale) + a][(newy/scale) + b] = simulation.**this**.field[(newx/scale) + a][(newy/scale) + b];

 }

 }

 }

 }

 }

 **public** **void** inputEnded() {}

 **public** **void** inputStarted() {}

 **public** **boolean** isAcceptingInput() {**return** **true**;}

 **public** **void** setInput(Input arg0) {}

 });

 **int** i,j;

 **for** (i = 0; i < **this**.width; i++)

 {

 **for** (j = 0; j < **this**.height; j++)

 {

 **if** (Math.*random*() > 1 - **this**.prob) {

 **this**.field[i][j] = 2;

 }

 **else** {

 **this**.field[i][j] = 1;

 }

 **this**.bkupField[i][j] = **this**.field[i][j];

 }

 }

 }