# Die Methode update()

**public** **void** update(GameContainer gc, **int** delta) **throws** SlickException {

**if** (**this**.mode == 1)

{

**this**.runCount++;

**int** i,j;

**int** nothingCount = 0;

**int** burningCount = 0;

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

{

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

{

**if** (**this**.field[i][j] == 2)

{

**int** c;

**for** (c = 0; c <= **this**.spread; c++)

{

**double** rand = Math.*random*() \* 9;

**int** column = (**int**)Math.*round*(rand % 3);

**int** row = (**int**)((rand - column) / 3) + 1;

column += 1;

**if** (((i + (row - 2)) > 1) && ((i + (row - 2)) < **this**.width) && ((j + (column - 2)) > 1) && ((j + (column - 2)) < **this**.height))

{

**if** (**this**.field[i + (row - 2)][j + (column - 2)] == 1)

{

**this**.field[i + (row - 2)][j + (column - 2)] = 3;

}

}

}

**this**.field[i][j] = 0;

}

}

}

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

{

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

{

**if** (**this**.field[i][j] == 3)

{

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

burningCount++;

}

**else** **if** (**this**.field[i][j] != 2 ) {

nothingCount++;

}

}

}

System.*out*.println("Round: " + String.*valueOf*(**this**.runCount) + " Burning: " + String.*valueOf*(burningCount));

**if** (nothingCount == **this**.width \* **this**.height)

{

System.*out*.println(nothingCount);

**if** (**this**.runs > 0)

{

System.*out*.println(**this**.runCount);

**this**.runCount = 0;

}

**this**.runs--;

**if** (**this**.runs <= 0) {

**this**.mode = 2;

}

**else** {

**this**.field = cloneArray(**this**.bkupField);

}

}

}

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

{

**if** (gc.getInput().isKeyDown(Input.*KEY\_ENTER*))

{

**this**.mode = 1;

}

}

**else** **if** (**this**.mode == 2)

{

**if** (gc.getInput().isKeyDown(Input.*KEY\_ENTER*))

{

System.*exit*(0);

}

}

}