# 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);

 }

 }

 }