

# 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];
  }
}
}
```