

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 +
(c) - 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);
    }
}
}
```