# Function Description

**Function Name:** populateMap

**Parameter List:**

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| Parameter Name | Type | Description |
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**Returns:** The populateMap function returns a struct Map representing a map with building positions.

**Description:** The populateMap function creates and populates a map with building positions represented by a 2D array. The map is of size 25x25, where each element of the array is either 0 (representing an empty space) or 1 (representing a building). The function returns the created map as a struct Map object. The function utilizes a 2D array initialization technique known as "brace-enclosed list of initializers" to populate the map with building positions and empty spaces. This allows for a concise representation of the map's layout.