Level

-ID: int

-currentLevel: Level

-levels: ArrayList<Level>

-levelInfo: byte[]

-goal: LambdaTerm

+Level()

+getLevels(): ArrayList<Level>

+getID(): int

+getLevelInfo(): byte[]

```
/loads all levels from json into a list sorted per ID

levels[0].ID == 0 == Level with ID == 0 levels[1].ID == 1 == Level with ID == 1 ...
```

```
for(int i = 0; i < levels.length(); i++) {
  switch(levels[i]) {
    case 0:
      /displays level locked
      break:
    case 1:
      /displays level activated
      break:
    case 2:
      /displays level activated & completed
      break;
/dient lediglich dazu, um anzuzeigen, welches Level
gelockt ist und welches nicht
(/besser mit enum?)
```