**public** **class** Game {

**enum** Creatures {

***Pacman***,

***Ghost***,

***Point***,

***Wall***

}

Creatures[][] board = **new** Creatures[30][30];

**public** **int** getBoardDimensions(){

**return** board.length \* 100 + board[0].length;

}

**public** Creatures[][] setBoard(){

**for** (**int** i = 0; i < 30; i++){

**for** (**int** j = 0; j < 30; j++)

board[i][j] = Creatures.***Wall***;

}

fillBoardRaw(1, 1, 13, Creatures.***Point***);

fillBoardRaw(1, 15, 28, Creatures.***Point***);

fillBoardRaw(7, 1, 28, Creatures.***Point***);

fillBoardRaw(9, 1, 9, Creatures.***Point***);

fillBoardRaw(9, 11, 13, Creatures.***Point***);

fillBoardRaw(9, 15, 17, Creatures.***Point***);

fillBoardRaw(9, 19, 28, Creatures.***Point***);

fillBoardRaw(11, 3, 9, Creatures.***Point***);

fillBoardRaw(11, 19, 25, Creatures.***Point***);

fillBoardRaw(18, 3, 9, Creatures.***Point***);

fillBoardRaw(18, 19, 25, Creatures.***Point***);

fillBoardRaw(20, 1, 13, Creatures.***Point***);

fillBoardRaw(20, 15, 28, Creatures.***Point***);

fillBoardRaw(22, 8, 21, Creatures.***Point***);

fillBoardRaw(24, 1, 8, Creatures.***Point***);

fillBoardRaw(24, 10, 13, Creatures.***Point***);

fillBoardRaw(24, 15, 19, Creatures.***Point***);

fillBoardRaw(24, 21, 28, Creatures.***Point***);

fillBoardRaw(26, 3, 13, Creatures.***Point***);

fillBoardRaw(26, 15, 26, Creatures.***Point***);

fillBoardRaw(28, 1, 28, Creatures.***Point***);

fillBoardColumn(1, 1, 9, Creatures.***Point***);

fillBoardColumn(1, 20, 28, Creatures.***Point***);

fillBoardColumn(3, 9, 20, Creatures.***Point***);

fillBoardColumn(3, 26, 28, Creatures.***Point***);

fillBoardColumn(4, 24, 26, Creatures.***Point***);

fillBoardColumn(6, 1, 9, Creatures.***Point***);

fillBoardColumn(6, 20, 24, Creatures.***Point***);

fillBoardColumn(8, 22, 24, Creatures.***Point***);

fillBoardColumn(8, 26, 28, Creatures.***Point***);

fillBoardColumn(9, 7, 22, Creatures.***Point***);

fillBoardColumn(10, 22, 24, Creatures.***Point***);

fillBoardColumn(11, 7, 9, Creatures.***Point***);

fillBoardColumn(13, 1, 7, Creatures.***Point***);

fillBoardColumn(13, 20, 22, Creatures.***Point***);

fillBoardColumn(13, 24, 28, Creatures.***Point***);

fillBoardColumn(15, 1, 7, Creatures.***Point***);

fillBoardColumn(15, 20, 22, Creatures.***Point***);

fillBoardColumn(15, 24, 28, Creatures.***Point***);

fillBoardColumn(17, 7, 9, Creatures.***Point***);

fillBoardColumn(19, 7, 24, Creatures.***Point***);

fillBoardColumn(21, 22, 24, Creatures.***Point***);

fillBoardColumn(21, 26, 28, Creatures.***Point***);

fillBoardColumn(22, 1, 9, Creatures.***Point***);

fillBoardColumn(23, 20, 24, Creatures.***Point***);

fillBoardColumn(24, 24, 26, Creatures.***Point***);

fillBoardColumn(25, 9, 20, Creatures.***Point***);

fillBoardColumn(26, 26, 28, Creatures.***Point***);

fillBoardColumn(28, 1, 9, Creatures.***Point***);

fillBoardColumn(28, 20, 28, Creatures.***Point***);

board[22][14] = Creatures.***Pacman***;

board[12][14] = Creatures.***Ghost***;

fillBoardRaw(15, 13, 15, Creatures.***Ghost***);

**return** board;

}

**public** **int** count(Creatures c){

board = setBoard();

**int** cNum = 0;

**for** (**int** i = 0; i < board.length; i++){

**for** (**int** j = 0; j < board[0].length; j++){

**if** (board[i][j] == c)

cNum ++;

}

}

**return** cNum;

}

**private** **void** fillBoardRaw(**int** raw, **int** start, **int** end, Creatures c){

**if** (end < start || raw < 0 || raw > 30)

**return**;

**for** (**int** i = start; i <= end; i++)

board[raw][i] = c;

}

**private** **void** fillBoardColumn(**int** column, **int** start, **int** end, Creatures c){

**if** (end < start || column < 0 || column > 30)

**return**;

**for** (**int** i = start; i <= end; i++)

board[i][column] = c;

}

**public** **void** printit(Creatures[][] b){

**for** (**int** i = 0; i < 30; i++){

**for** (**int** j = 0; j < 30; j++){

String output = newToString(b[i][j]);

System.***out***.print(output + " ");

}

System.***out***.println();

}

}

**public** **static** **void** main (String[] args){

Game g = **new** Game();

g.setBoard();

g.printit(g.board);

}

**private** String newToString(Creatures c){

**switch**(c){

**case** ***Ghost***:

**return** "G";

**case** ***Pacman***:

**return** "PA";

**case** ***Wall***:

**return** "W";

**case** ***Point***:

**return** "-";

}

**return** "";

}

}