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Module 5.2

Start

Import all
depencencies

Check if there is an
import error

No → Initialize all constants

Yes → Failout safely
/Stop

Create the forest → Render the forest in.

For every space in the
forest calculate if it's empty,
a tree, or a fire

Tree

Empty

Fire

Put a tree in that
space of the new
forest

Put empty space in
that space of the new
forest

Put a fire in that
space and any
adjacent spaces with
trees

initialize the new
forest