

```
00001: package hevs.fragil.patapon.mechanics;
00002:
00003: import com.badlogic.gdx.Gdx;
00004:
00005: /**
00006:  * Singleton pattern containing the current level
00007:  * Level alterable by the {@code setLevel(Level l)} method.
00008:  */
00009: public class CurrentLevel {
00010:     private static Level instance = null;
00011:
00012:     // Prevents direct object instantiation
00013:     private CurrentLevel() {
00014:     }
00015:
00016:     static public void setLevel(Level l) {
00017:         instance = l;
00018:     }
00019:
00020:     static public Level getLevel() {
00021:         try {
00022:             if (instance == null)
00023:                 throw new IllegalStateException("Level has not been set before, you fool!");
00024:         } catch (IllegalStateException e) {
00025:             Gdx.app.error("CurrentLevel", e.getMessage());
00026:             Gdx.app.exit();
00027:         }
00028:
00029:         return instance;
00030:     }
00031: }
```