```java
package csp.constraints;

import java.util.Arrays;
import java.util.List;

import TGGLanguage.csp.Variable;
import TGGLanguage.csp.impl.ConstraintImpl;

public class IndexToLevel extends ConstraintImpl {

        private List<String> levels = Arrays.asList(new String[] { "beginner",
                        "advanced", "master" });

        public void solve(Variable<Integer> var_index, Variable<String> var_level) {
                String bindingStates = getBindingStates(var_index, var_level);

                if (bindingStates.equals("BB")) {
                        int index = var_index.getValue().intValue();
                        String level = var_level.getValue();
                        setSatisfied(levels.get(index).equals(level));
                } else if (bindingStates.equals("FB")) {
                        String level = var_level.getValue();
                        int index = levels.indexOf(level);
                        if (index == -1) {
                                setSatisfied(false);
                        } else {
                                var_index.setValue(index);
                                var_index.setBound(true);
                                setSatisfied(true);
                        }
                } else if (bindingStates.equals("BF")) {
                        int index = var_index.getValue().intValue();
                        if (index < 0 || index > 2) {
                                setSatisfied(false);
                        } else {
                                var_level.setValue(levels.get(index));
                                var_level.setBound(true);
                                setSatisfied(true);
                        }
                }
        }

}
```