**Initialized tiles and filled them in with a random number**

**package** sonar.gamestates.states.levels;

**public** **interface** LevelBuilder

{

}

**class** StaticLevelBuilder

{

**private** **int**[] levelWindow, tiles;

StaticLevelBuilder(**int** width, **int** height)

{

levelWindow = **new** **int**[2];

levelWindow[0] = width;

levelWindow[1] = height;

tiles = **new** **int**[width \* height];

createLevel();

}

**private** **void** createLevel()

{

**for**(**int** y = 0; y < height; y++)

{

**for**(**int** x = 0; x < width; x++){tiles[x + y \* width] = random.nextInt(4);}

}

}

}

**class** DynamicLevelBuilder

{

**private** **int**[] levelWindow;

DynamicLevelBuilder(String path)

{

}

}