

String getBlockSymbol(int blockType)

Java

```
private static String getBlockSymbol(int blockType) {
    String blockColor;
    switch (blockType) {
        case AIR:
            return ANSI_RESET + "- ";
        case WOOD:
            blockColor = ANSI_RED;
            break;
        case LEAVES:
            blockColor = ANSI_GREEN;
            break;
        case STONE:
            blockColor = ANSI_BLUE;
            break;
        case IRON_ORE:
            blockColor = ANSI_WHITE;
            break;
        case COAL_ORE:
            blockColor = ANSI_COAL_GRAY;
            break;
        case EMERALD_ORE:
            blockColor = ANSI_EMERALD_GREEN;
            break;
        default:
            blockColor = ANSI_RESET;
            break;
    }
    return blockColor + getBlockChar(blockType) + " ";
}
```

Pseudocode

BEGIN

Define ``<String> blockColor`;`

IF ``<Integer> blockType` == `<Integer> air``

 RETURN "Empty Block";

ELSE IF ``<Integer> blockType` == `<Integer> wood``

 Set ``<String> blockColor` = `(color red)`;`

ELSE IF ``<Integer> blockType` == `<Integer> leaves``

 Set ``<String> blockColor` = `(color green)`;`

ELSE IF ``<Integer> blockType` == `<Integer> stone``

 Set ``<String> blockColor` = `(color blue)`;`

ELSE IF ``<Integer> blockType` == `<Integer> iron ore``

 Set ``<String> blockColor` = `(color white)`;`

ELSE IF ``<Integer> blockType` == `<Integer> coal ore``

 Set ``<String> blockColor` = `(color coal gray)`;`

ELSE IF ``<Integer> blockType` == `<Integer> emerald ore``

 Set ``<String> blockColor` = `(color emerald green)`;`

ELSE

 Set ``<String> blockColor` = `(reset color)`;`

RETURN ``<String> blockColor` + `<Character> get symbol matching blockType`
+ " ";`

END

Flowchart

