

public static void displayLegend()

```
System.out.println(ANSI_BLUE + "Legend:");  
System.out.println(ANSI_WHITE + "-- - Empty block");  
System.out.println(ANSI_RED + "\u2592\u2592 - Wood block");  
System.out.println(ANSI_GREEN + "\u00A7\u00A7 - Leaves block");  
System.out.println(ANSI_BLUE + "\u2593\u2593 - Stone block");  
System.out.println(ANSI_WHITE + "\u00B0\u00B0 - Iron ore block");  
System.out.println(ANSI_BROWN + "\u0040\u0040 - Dirt block");  
System.out.println(ANSI_PURPLE + "\u0024\u0024 - Diamond");  
System.out.println(ANSI_BLUE + "P - Player" + ANSI_RESET);
```

END