void placeBlock(int blockType)

Java

```
public static void placeBlock(int blockType) {
    if (blockType >= 0 && blockType <= 11) {</pre>
        if (blockType <= 6) {</pre>
            if (inventory.contains(blockType)) {
                inventory.remove(Integer.valueOf(blockType));
                world[playerX][playerY] = blockType;
                System.out.println("Placed " + getBlockName(blockType) + "
at your position.");
            } else {
                System.out.println(
                        "You don't have " + getBlockName(blockType) + " in
your inventory.");
        } else {
            int craftedItem = getCraftedItemFromBlockType(blockType);
            if (craftedItems.contains(craftedItem)) {
                craftedItems.remove(Integer.valueOf(craftedItem));
                world[playerX][playerY] = blockType;
                System.out.println(
                        "Placed " + getCraftedItemName(craftedItem) + " at
your position.");
            } else {
                System.out.println("You don't have " +
getCraftedItemName(craftedItem)
                        + " in your crafted items.");
            }
        }
    } else {
        System.out.println("Invalid block number. Please enter a valid
block number.");
        System.out.println(BLOCK_NUMBERS_INFO);
    waitForEnter();
}
```

Pseudocode

```
BEGIN
IF `<Integer> blockType` >= 0 AND `<Integer> blockType` <= 11</pre>
    IF `<Integer> blockType` <= 6</pre>
        IF `<Integer list> inventory` contains `<Integer>` blockType
            Remove member `<Integer>` blockType from `<Integer list>
inventory`;
            Set `<two dimensional Integer array> world @ indexes <Integer>
playerX, <Integer> playerY` = `<Integer>` blockType;
            PRINT INFO "Placed " + `<String> get block name matching
<Integer> blockType` + " at your position.";
            PRINT WARNING "You don't have " + `<String> get block name
matching <Integer> blockType` + " in your inventory.";
        Assign `<Integer> craftedItem` = `<Integer> get crafted item of
<Integer> blockType`;
        IF `<Integer list> craftedItems` contains `<Integer>` craftedItem
            Remove member `<Integer>` craftedItem from `<Integer list>
craftedItems`;
            Set `<two dimensional Integer array> world @ indexes <Integer>
playerX, <Integer> playerY` = `<Integer>` blockType;
            PRINT INFO "Placed " + `<String> get block name matching
<Integer> craftedItem` + " at your position.";
        ELSE
            PRINT WARNING "You don't have " + `<String> get block name
matching <Integer> craftedItem` + " in your crafted items.";
ELSE
    PRINT WARNING "Invalid block number. Please enter a valid block
number.\n";
    PRINT WARNING `<String> BLOCK_NUMBERS_INFO` + "\n";
Wait on player to press ENTER;
END
```

Flowchart

