## String getBlockName(int blockType)

## Java

```
private static String getBlockName(int blockType) {
    switch (blockType) {
        case AIR:
            return "Empty Block";
        case WOOD:
           return "Wood";
        case LEAVES:
           return "Leaves";
        case STONE:
           return "Stone";
        case IRON_ORE:
           return "Iron Ore";
        case COAL_ORE:
           return "Coal Ore";
        case EMERALD_ORE:
           return "Emerald Ore";
        default:
            return "Unknown";
    }
}
```

## Pseudocode

```
BEGIN
IF `<Integer> blockType` == `<Integer> air`
    RETURN "Empty Block";
ELSE IF `<Integer> blockType` == `<Integer> wood`
    RETURN "Wood";
ELSE IF `<Integer> blockType` == `<Integer> leaves`
    RETURN "Leaves";
ELSE IF `<Integer> blockType` == `<Integer> stone`
    RETURN "Stone";
ELSE IF `<Integer> blockType` == `<Integer> iron ore`
    RETURN "Iron Ore";
ELSE IF `<Integer> blockType` == `<Integer> coal ore`
    RETURN "Coal Ore";
ELSE IF `<Integer> blockType` == `<Integer> emerald ore`
    RETURN "Emerald Ore";
ELSE
   RETURN "Unknown";
END
```

## Flowchart

