void displayInventory()

Java

```
public static void displayInventory() {
    System.out.println("Inventory:");
    if (inventory.isEmpty()) {
        System.out.println(ANSI_YELLOW + "Empty" + ANSI_RESET);
    } else {
        int[] blockCounts = new int[7];
        for (int i = 0; i < inventory.size(); i++) {
            int block = inventory.get(i);
            blockCounts[block]++;
        }
        for (int blockType = 1; blockType < blockCounts.length;
blockType++) {
            int occurrences = blockCounts[blockType];
            if (occurrences > 0) {
                System.out.println(getBlockName(blockType) + " - " +
occurrences);
            }
        }
    }
    System.out.println("Crafted Items:");
    if (craftedItems == null || craftedItems.isEmpty()) {
        System.out.println(ANSI_YELLOW + "None" + ANSI_RESET);
    } else {
        for (int item : craftedItems) {
            System.out.print(
                    getCraftedItemColor(item) + getCraftedItemName(item) +
", " + ANSI_RESET);
        }
        System.out.println();
    }
    System.out.println();
}
```

Pseudocode

```
BEGIN

PRINT INFO "Inventory:\n";
IF `<Integer list> inventory` is empty
    PRINT INFO "Empty\n" (colored yellow);
ELSE
    CREATE `<Integer array> blockCounts` of size 7;
    FOR EACH `<Integer> element` in `<Integer list> inventory`
        Assign `<Integer> block` = `<Integer> element`;
```

```
        Set `<Integer array> blockCounts @ index <Integer> block` += 1;
    FOR `<Integer> blockType` = 1; `<Integer> blockType` < `length of
<Integer array> blockCounts`
        Set `<Integer> blockType` += 1;
        Assign `<Integer> occurences` = `<Integer array> blockCounts @
index <Integer> blockType`;
        IF `<Integer> occurences` > 0
            PRINT INFO `get block matching <Integer> blockType` + " - " +
`<Integer> occurences\n`;
PRINT INFO "Crafted Items:\n";
IF `<Integer list> craftedItems` is non-existant or empty
    PRINT INFO "None\n" (colored yellow);
ELSE
    FOR EACH `<Integer> item` in `<Integer list> craftedItems`
        PRINT INFO `get name matching <Integer> item` + ", " (colored in
`get color matching <Integer> item`);
    PRINT "\n";
PRINT "\n";

END
```