void fillInventory()

Java

```java
private static void fillInventory() {
    inventory.clear();
    for (int blockType = 1; blockType <= 6; blockType++) {
        for (int i = 0; i < INVENTORY_SIZE; i++) {
            inventory.add(blockType);
        }
    }
}
```

Pseudocode

```
BEGIN

Clear `<Integer list> inventory`;
FOR `<Integer> blockType` = 1; `<Integer> blockType` <= 6
    FOR EACH `<Integer> element` in `<Integer list> inventory`
        Set `<Integer> member` = `<Integer> blockType`;
    Set `<Integer> blockType` += 1;

END
```

Flowchart

Start

Clear Inventory

Loop through all non craftable blockTypes

Loop through the length of the inventory

Add blockType to Inventory

Loop End

Loop End