void lookAround()

Java

```
private static void lookAround() {
    System.out.println("You look around and see:");
    for (int y = Math.max(0, playerY - 1); y <= Math.min(playerY + 1,
worldHeight - 1); y++) {
        for (int x = Math.max(0, playerX - 1); x <= Math.min(playerX + 1,
                worldWidth - 1); x++) {
            if (x == playerX && y == playerY) {
                System.out.print(ANSI_GREEN + "P " + ANSI_RESET);
            } else {
                System.out.print(getBlockSymbol(world[x][y]) + ANSI_RESET);
            }
        }
        System.out.println();
    }
    System.out.println();
    waitForEnter();
}
```

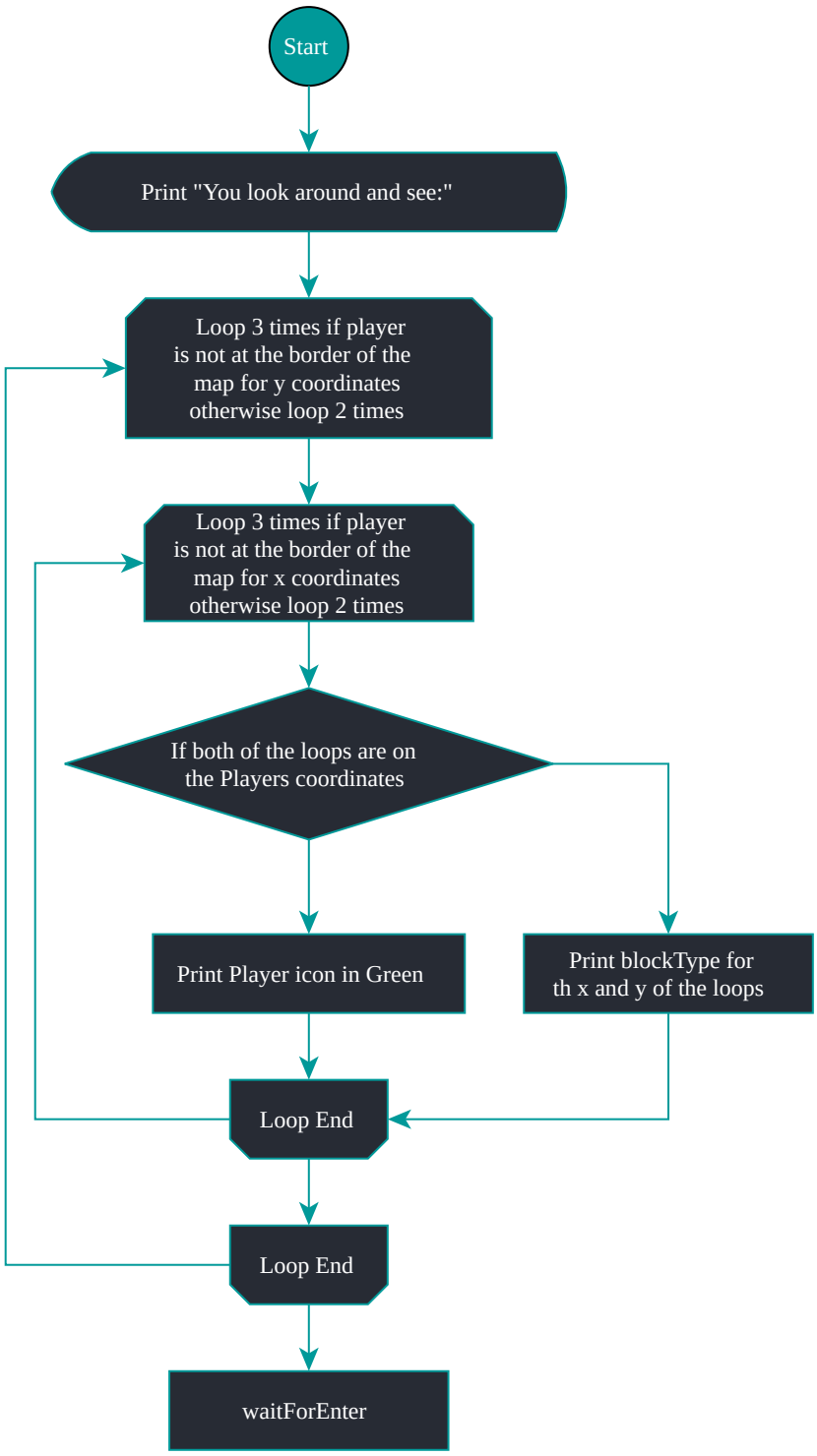
Pseudocode

```
BEGIN

PRINT INFO "You look around and see:";
FOR `<Integer> y` = `Maximum of (0) and (<Integer> playerY - 1)`;
`<Integer> y` <= `Minimum of (<Integer> playerY + 1) and (<Integer>
worldHeight - 1)`
    FOR `<Integer> x` = `Maximum of (0) and (<Integer> playerX - 1)`;
`<Integer> x` <= `Minimum of (<Integer> playerX + 1) and (<Integer>
worldWidth - 1)`
        IF `<Integer> x` == `<Integer> playerX` AND `<Integer> y` ==
`<Integer> playerY`
            PRINT INFO "P " (colored green);
        ELSE
            PRINT INFO `get block symbol from <two dimensional Integer
array> world @ indexes <Integer> x, <Integer> y`;
        Set `<Integer> x` += 1;
    PRINT INFO "\n";
    Set `<Integer> y` += 1;
PRINT INFO "\n";
Wait on player to press ENTER;

END
```

Flowchart


Start
Print "You look around and see:"
Loop 3 times if player is not at the border of the map for y coordinates otherwise loop 2 times
Loop 3 times if player is not at the border of the map for x coordinates otherwise loop 2 times
If both of the loops are on the Players coordinates
Print Player icon in Green
Print blockType for th x and y of the loops
Loop End
Loop End
waitForEnter