CFG: Generator.java

WorldGen()

```
28: Start
```

```
30,31:
newworld = new World();
raceTotal = newworld.getSize() * newworld.getDensity()
```

```
34:
For(int I = 0;i<raceTotal;i++)
```

```
40:
return newworld
```

```
36,37,38:
newCiv = randomCiv()
newName = newCiv.getName()
newworld.addCiv(newCiv)
```
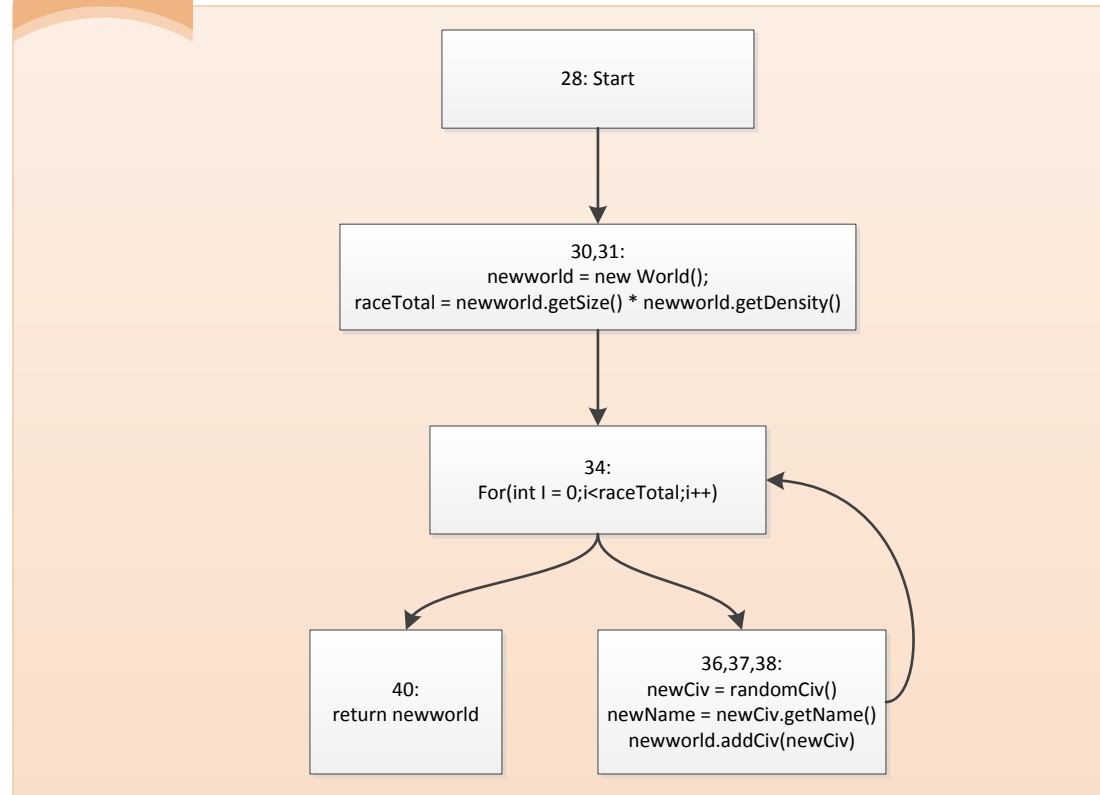
```
28      public static World WorldGen()
29      {
30          World newWorld = new World(0,100,0.05);
31
32          double raceTotal = newWorld.getSize()*newWorld.getDensity();
33
34          for (int i=0;i<raceTotal;i++)
35          {
36              Civilization newCiv  = RandomCiv();
37              String newName = newCiv.getName();
38              newWorld.addCiv(newCiv);
39          }
40          return newWorld;
41      }
```