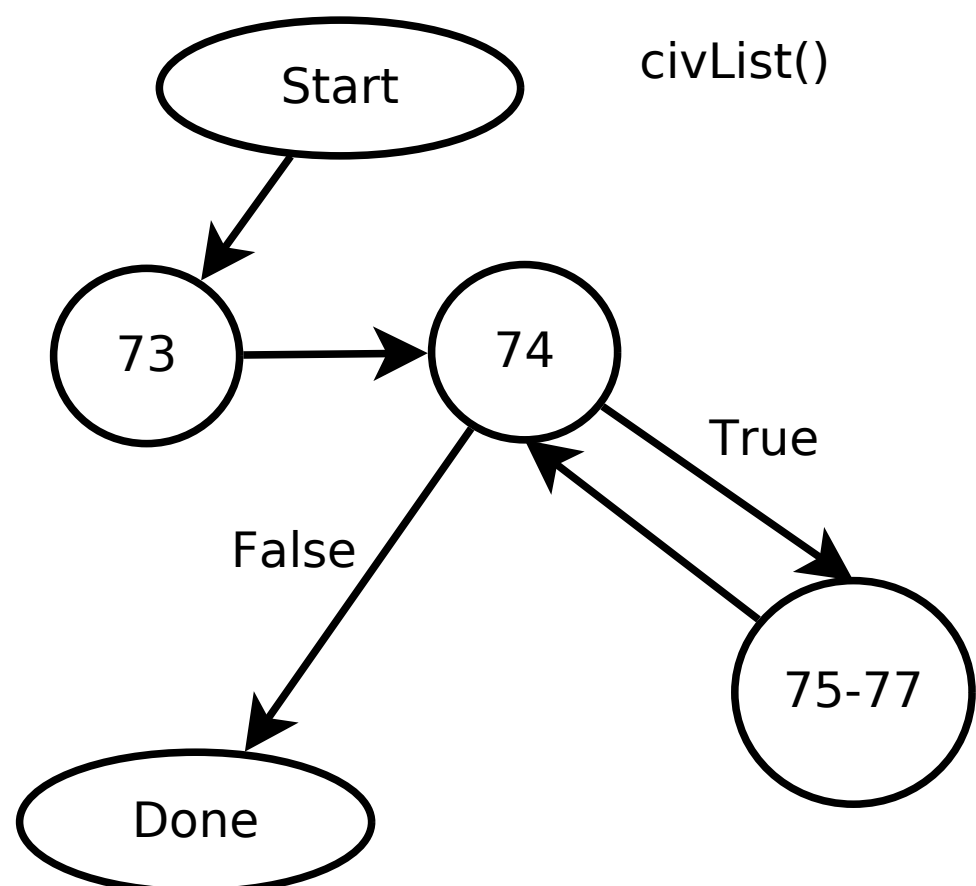## newSeason()


```
57:public void newSeason()
58:    {
59:        if (this.season.equals("Spring"))
60:            this.season = "Summer";
61:        else if (this.season.equals("Summer"))
62:            this.season = "Autumn";
63:        else if (this.season.equals("Autumn"))
64:            this.season = "Winter";
65:        else if (this.season.equals("Winter")){
66:            this.season = "Spring";
67:            this.worldAge ++;
68:        }
69:
70:    }
```
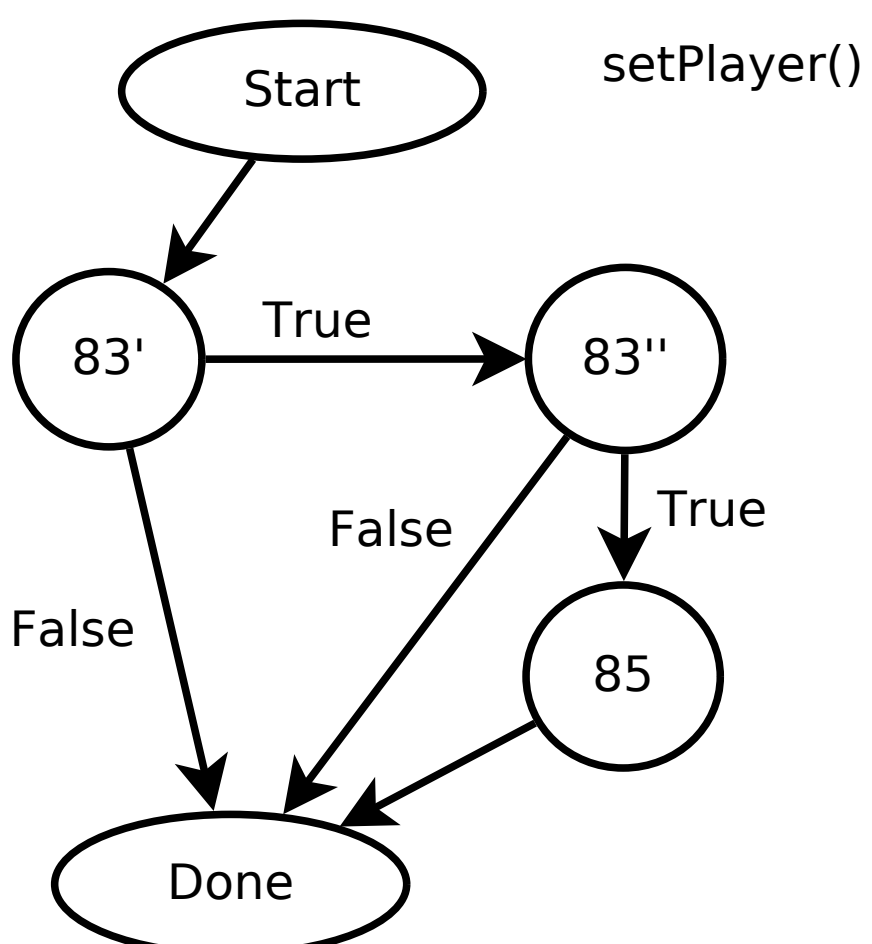
civList()


```
71:    public void CivList()
72:    {
73:        int num = 1;
74:        for(Iterator<Civilization> it =
this.civs.iterator(); it.hasNext();num++ ) {
75:            Civilization civ = it.next();
76:
77:            System.out.println(num + ": " + civ);
78:
79:        }
80:    }
```

setPlayer()


```
81;public void setPlayer(int num)
82:    {
83:        if (num>0 && num<=civs.size())
84:        {
85:            this.civs.get(num-1).makePlayer();
86:        }
87:    }
```