

Calc.getRandomIntBetween()

Removed a double if-statement that checked boundry values into one if-statement.

See: `git diff a0f05d2 2672a38`

VerticalPlatform.update() & HorizontalPlatform.update()

Beforehand, there even was an additional method `updateEnums()` with one if-statement which has moved into the update method and has been modified to remove all pre-existing if-statements in the `update()` method. This is because the platform is now self-aware of its speed, rendering the whole system present before useless and making the if-statements it used absolute.

See: `git diff 2672a38 4128f2c`

FileSystem.deleteFile()

There was a if in the `deleteFile()` method that checked if deleting the file was successfull and only logged something in that case. Now the filesystem will always log something, indicating whether or not deleting the file was succesfull.

See: `git diff b125ab2f 20c0949`

DoodleCamera.update()

The update method in the `DoodleCamera` previously had an if-statement checking if the camera position must be updated, now we use a little bit more complex maths to determine the new position without an if-statement.

See: `git diff d7c6f97 2ea775e`