

Lösungsvorschlag: Münzenspiel

```
import java.util.Scanner;

/**
 * play a game with coins
 *
 * @author Marcel Suter
 * @since 2018-09-28
 * @version 1.0
 */
public class CoinGame{

    static Scanner scanner;

    /**
     * constructor
     */
    public CoinGame() {
        scanner = new Scanner(System.in);
    }

    /**
     * starts the execution
     *
     * @param args
     *         command line arguments
     */
    public static void main(String[] args) {
        CoinGame program = new CoinGame();

        System.out.println("Willkommen zum Münzenspiel");
        program.play();
        System.out.println("Bis bald!");
        scanner.close();
    }

    /**
     * play the coin game
     */
    private void play() {
        int coinRest;
        int coinTake;
        byte player = 1;

        coinRest = (int)(Math.random() * 20 + 10); // generates a random
        number of coins

        while (coinRest > 0) {
```

```
System.out.println("Es sind noch " + coinRest + " Münzen auf dem
Stapel");
System.out.print("Spieler " + player + " nimm 1-3 Münzen >" );
coinTake = scanner.nextShort();

if (coinTake < 1) {
    System.out.println("Du musst mindestens 1 Münze nehmen");
} else {
    if (coinTake > 3) {
        System.out.println("Du kannst höchstens 3 Münzen
nehmen");
    } else {
        coinRest = coinRest - coinTake;
        player = (byte) (3 - player);
        System.out.println("");
    }
}
System.out.println("Spieler " + player + " hat verloren");
}
```



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