

과제 4 풀이

[Extra]

file : SimpleDotCom.java

```
public class SimpleDotCom {
    private int [] locationCells;
    private int numOfHits = 0;

    public void setLocationCells() {
        int startLocation = (int) (Math.random() * 5);
        int [] locs = { startLocation, startLocation + 1, startLocation + 2 };

        locationCells = locs;
    }

    public String checkYourself(String strGuess) {
        int guess = Integer.parseInt(strGuess);

        String result = "miss";

        for (int cell: locationCells) {
            if (guess == cell) {
                result = "hit";
                numOfHits ++;

                if (numOfHits == locationCells.length) {
                    result = "kill";
                }
                break;
            }
        }
        System.out.println(result);
        return (result);
    }
}
```

file : TestdriveSimpleDotCom.java

```
public class TestdriveSimpleDotCom {
    public static void main(String[] args) {
        int numOfGuesses = 0;
        GameHelper helper = new GameHelper();

        boolean isAlive = true;

        SimpleDotCom dot1 = new SimpleDotCom();
        dot1.setLocationCells();

        while (isAlive) {
            String guess = helper.getUserInput("enter a number :");
            String result = dot1.checkYourself(guess);
            numOfGuesses++;

            if (result.equals("kill")) {
                isAlive = false;
                System.out.println(numOfGuesses + " guesses");
            }
        }
    }
}
```