

```
1: package jp.ict.aso.model;
2: import java.io.Serializable;
3: public class JyankenBean implements Serializable{
4:     private int player,computer,hantei;
5:     private String hanteiStr;
6:
7:     public JyankenBean() {
8:     }
9:     public void jyanken() {
10:         computer = new java.util.Random().nextInt(3);
11:         hantei = (player-computer+3) % 3;
12:         if(hantei == 0){
13:             hanteiStr="あいこ";
14:         }
15:         if(hantei == 1){
16:             hanteiStr="負け";
17:         }
18:         if(hantei == 2){
19:             hanteiStr="勝ち";
20:         }
21:     }
22:     public int getPlayer() {
23:         return player;
24:     }
25:     public void setPlayer(int player) {
26:         this.player = player;
27:     }
28:     public int getComputer() {
29:         return computer;
30:     }
31:     public int getHantei() {
32:         return hantei;
33:     }
34:     public String getHanteiStr() {
35:         return hanteiStr;
36:     }
37: }
38:
```