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1: package jp.ict.aso.model;
2: import java.io.Serializable;
3: public class SlotmachineBean implements Serializable{
4:     int numA,numB,numC;
5:     int kaketen,zanten;
6:     String mes;
7:
8:     int matchi3=5;
9:     int matchi2=2;
10:
11: public SlotmachineBean() {
12: }
13: public void slotRolling() {
14:     mes="";
15:     numA=new java.util.Random().nextInt(10)%10;
16:     numB=new java.util.Random().nextInt(10)%10;
17:     numC=new java.util.Random().nextInt(10)%10;
18:     if((numA==numB)&&(numB==numC)) {
19:         zanten=zanten+kaketen*matchi3;
20:         mes="VerryGood ";
21:     }else if((numA==numB)||(numB==numC)||(numA==numC)) {
22:         zanten=zanten+kaketen*matchi2;
23:         mes="Good ";
24:     }else{
25:         zanten=zanten-kaketen;
26:     }
27: }
28: public int getNumA() {
29: return numA;
30: }
31: public int getNumB() {
32: return numB;
33: }
34: public int getNumC() {
35: return numC;
36: }
37: public int getKaketen() {
38: return kaketen;
39: }
40: public void setKaketen(int kaketen) {
41: this.kaketen = kaketen;
42: }
43: public int getZanten() {
44: return zanten;
45: }
46: public void setZanten(int zanten) {
47: this.zanten = zanten;
48: }
49: public String getMes() {
50: return mes;
51: }
52: }

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