



链滴

Java 中利用随机数的猜拳游戏

作者: [Sysecho](#)

原文链接: <https://ld246.com/article/1498788250888>

来源网站: [链滴](#)

许可协议: [署名-相同方式共享 4.0 国际 \(CC BY-SA 4.0\)](#)

Java中利用随机数的猜拳游戏，实现非常简单，重难点在随机数的产生。

首先GameJude类是用于判断输赢的一个类：

```
package testGame;

public class GameJudge {
    private String marks1 = "拳头";
    private String marks2 = "拳头";
    private int personCout = 0;
    private int computerCout = 0;
    private int cout = 0;
    public void juge(int person, int computer) {
        switch (person) {
            case 1:
                marks1 = "石头";
                break;
            case 2:
                marks1 = "剪刀";
                break;
            case 3:
                marks1 = "布";
                break;
            case 4:
                System.out.println("用户赢" + this.personCout + "次\n电脑赢" + this.computerCout + "次\n局" + this.cout + "次");
                return;
        }
        switch (computer) {
            case 1:
                marks2 = "石头";
                break;
            case 2:
                marks2 = "剪刀";
                break;
            case 3:
                marks2 = "布";
                break;
        }

        if (person == computer) {
            System.out.println("用户出" + marks1 + "\n电脑出" + marks2 + "\n结果：平局! ");
            cout++;
        } else if ((person == 1 && computer == 2)|| (person == 2 && computer == 3)|| (person == 3 && computer == 1)) {
            System.out.println("用户出" + marks1 + "\n电脑出" + marks2 + "\n结果：用户赢! ");
            personCout++;
        } else {
            System.out.println("用户出" + marks1 + "\n电脑出" + marks2 + "\n结果：电脑赢! ");
            computerCout++;
        }
    }
}
```

```

    }
}
// public void shouGameCout(){
//     System.out.println("用户赢"+this.personCout+"次\n电脑赢"+this.computerCout+"次\n局"+this.cout+"次");
// }
}

```

接下TestGame类是一个启动类，显示输入输出，退出统计游戏结果：

```

package testGame;

import java.util.Scanner;
import java.util.Random;
public class TestGame {

    /**
     * @param 显示输入输出，推出时统计游戏结果
     */
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner sc = new Scanner(System.in);
        Random r = new Random();
        GameJudge g = new GameJudge();
        int person = 0;
        while (person != 4) {
            System.out.println("-----猜拳游戏-----");
            System.out.println("请出拳 (1、石头; 2、剪刀; 3、布; 4、退出) ");
            person = sc.nextInt();
            if( person == 1 || person == 2 || person == 3 || person == 4){
                int computer = r.nextInt(3)+1;
                g.juge(person, computer);
            }else{
                System.out.println("输入有误，请重新输入");
                continue;
            }
        }
    }
}
}

```