

## Some More Practice Programming

1. Write a program wherein:

- Two Gamer objects are instantiated.
- The goal is to get 100 points or more to win. Therefore you must set ptsToWin to 100.
- Write a loop where the two Gamer objects each keep getting random amount of points until one or both of them have won.
- After the loop, simply call the toString method and display the results for each object.

```
public class Gamer {
    private static int ptsToWin;
    private String name;
    private int pts;

    public Gamer( String s ) {
        name = s;
        pts = 0;
    }

    public static void setGoal( int n ){
        ptsToWin = n;
    }

    public void addPts(){
        pts += (int)(8*Math.random());
    }

    public boolean won() {
        if ( pts >= ptsToWin )
            return true;
        else
            return false;
    }

    public String toString() {
        return name + " has " + pts;
    }
}
```

```
Gamer g1 = new Gamer ("Spock");
Gamer g2 = new Gamer ("Captain Kirk");
Gamer.setGoal(100); // will discuss next unit, just use
while ( !g1.won() && !g2.won() ) {
    g1.addPts();
    g2.addPts();
}
System.out.println( g1.toString() );
System.out.println( g2.toString() );
```