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/**
 * Simulation d'une roulette.
 *
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 * Classe: 11TG
 */
public class Roulette
{
    private String name;
    private int res;

    public Roulette(String pName)
    {
        name = pName;
    }

    public void spin()
    {
        res = (int) (Math.random()*37);
    }

    public void printResult()
    {
        if (res == 0)
        {
            System.out.println(name+" - le 0, le casino gagne!");
        }
        else
        {
            String msg1;
            String msg2;
            String msg3;

            if ((res==1) || (res==3) || (res==5) || (res==7) || (res==9) || (res==12) ||
                (res==14) || (res==16) || (res==18) || (res==19) || (res==21) || (res==23) ||
                (res==25) || (res==27) || (res==30) || (res==32) || (res==34) || (res==36))
            {
                msg1 = "rouge";
            }
            else
            {
                msg1 = "noir";
            }

            if ((res % 2) == 0)
            {
                msg2 = "pair";
            }
            else
            {
                msg2 = "impair";
            }

            if (res <= 18)
            {
                msg3 = "manque";
            }
            else
            {
                msg3 = "passe";
            }

            System.out.println(name+" - le "+res+", "+msg1+", "+msg2+" et "+msg3);
        }
    }
}
```

