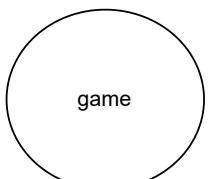


Nim2.java
+ number: int
+ userStones: int
+ playerTurn : boolean

Nim2.java
+ Nim2(): constructor
+ startNum(): int
+ comTakeStone(): int
+ remainingStones(): int
+ getValue(int v): int
+ getStones(): int
+ turn(): boolean
+ flipTurn(): void



testNim2.java
+Main()


player

How many stones
would you like to
take?
...
Stones remaining: _
take last stone = lose

(
—
/
Cor



computer

take random amount
of stones
(1 , 2 or 3)