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package test_1;

import java.util.Random;
import java.util.Scanner;

public class Test3 {
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Scanner sc = new Scanner(System.in);
        Random random = new Random();
        int bullet = 0;
        int p1_hp = 1;
        int p2_hp = 1;
        int bulletloc;
        int turn = 1;

        bullet = random.nextInt(6);
        bullet = bullet + 2;
        System.out.println("실린더 : " + bullet); // 실린더 수

        int[] mag = new int[bullet]; // 실린더 배열
        bulletloc = random.nextInt(bullet); // 실탄 위치

        for (int i = 0; i < mag.length; i++) {
            if (i == bulletloc) {
                mag[i] = 1;
            } else if (i != bulletloc) {
                mag[i] = 0;
            }
        }

        while (p1_hp + p2_hp >= 2) {
            if (turn % 2 != 0) {
                System.out.println("플레이어1 차례");
                System.out.println("실린더를 선택해주세요.ex)1,2,3...");
                for (int i = 0; i < mag.length; i++) {
                    if (mag[i] == -1) {
                        System.out.println(i + 1 + "번째 [X]");
                    } else if (mag[i] >= 0) {
                        System.out.println(i + 1 + "번째 [?]");
                    }
                }

                int playerbul = sc.nextInt();
                playerbul = playerbul - 1;
                System.out.println("누구에게 쏴건가요? ex)나, 상대");
                String choose = sc.next();
                if (choose.equals("나")) {
                    System.out.println("나 선택");
                    p1_hp = p1_hp - mag[playerbul];
                    mag[playerbul]--;
                    turn = turn + 2;
                } else if (choose.equals("상대")) {
                    System.out.println("상대 선택");
                    p2_hp = p2_hp - mag[playerbul];
                    mag[playerbul]--;
                    turn++;
                }
            } else if (turn % 2 == 0) {
                System.out.println("플레이어2 차례");
                System.out.println("실린더를 선택해주세요.ex)1,2,3...");
                for (int i = 0; i < mag.length; i++) {
                    if (mag[i] == -1) {
                        System.out.println(i + 1 + "번째 [X]");
                    } else if (mag[i] >= 0) {
                        System.out.println(i + 1 + "번째 [?]");
                    }
                }

                int playerbul = sc.nextInt();
                playerbul = playerbul - 1;
                System.out.println("누구에게 쏴건가요? ex)나, 상대");
                String choose = sc.next();
                if (choose.equals("나")) {
                    System.out.println("나 선택");
                    p2_hp = p2_hp - mag[playerbul];

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mag[playerbul]--;
turn = turn + 2;
} else if (choose.equals("상대")) {
    System.out.println("상대 선택");
    p1_hp = p1_hp - mag[playerbul];
    mag[playerbul]--;
    turn++;
}
}
if(p1_hp<1) {
    System.out.println("플레이어 2 승리");
} else if (p2_hp<1) {
    System.out.println("플레이어 1 승리");
} //승패 출력
}
}
}
```