
```
classdef AIEasy
    methods(Static)
        function move = AImove(~,player)
            if player.handValue < 17
                move = 1;
            else
                move = 0;
            end
        end
    end
end

end
```

```
ans =
```

```
    AIEasy with no properties.
```

Published with MATLAB® R2019b