

```
1 package com.company;
2
3 public class Dustbin {
4
5     private int capacity = 10;
6
7     public int getCapacity() {
8         return capacity;
9     }
10
11     public void setCapacity(int capacity) {
12         this.capacity = capacity;
13     }
14 }
15
```

```
1 package com.company;
2
3 public class Player {
4     private String name;
5     private int score = 0;
6
7
8     public Player(String name) {
9         this.name = name;
10    }
11
12    public int getScore() {
13        return score;
14    }
15
16    public void setScore(int score) {
17        this.score = score;
18    }
19
20    public String getName() {
21        return name;
22    }
23
24    public void setName(String name) {
25        this.name = name;
26    }
27 }
28
```

```
1 package com.company;
2
3 import java.util.List;
4 import java.util.Random;
5
6 public class PlayingArea {
7     private Dustbin dustbin;
8     private List<Player> Players;
9     private int totalScore;
10
11     public PlayingArea(Dustbin dustbin , List<Player> players) {
12         this.dustbin = dustbin;
13         Players = players;
14         totalScore = 0;
15     }
16
17     public List<Player> getPlayers() {
18         return Players;
19     }
20
21     public void setPlayers(List<Player> players) {
22         Players = players;
23     }
24
25     public Dustbin getDustbin() {
26         return dustbin;
27     }
28
29     public void setDustbin(Dustbin dustbin) {
30         this.dustbin = dustbin;
31     }
32
33     private boolean CheckIfDustbinCapacityIsReached(){
34         if (totalScore >= dustbin.getCapacity())
35             return true;
36         else
```

```
37         return false;
38     }
39
40     public void TryBasket(){
41         while(!CheckIfDustbinCapacityIsReached()){
42             for(Player player : Players){
43                 if (CheckIfDustbinCapacityIsReached())
44                     break;
45
46                 Random rand = new Random();
47                 int score = rand.nextInt(0,2);
48                 player.setScore(player.getScore()+score);
49                 totalScore += score;
50             }
51         }
52
53
54         System.out.println("----- Player score -----");
55         for (Player player : Players){
56             System.out.println(player.getName() + " : " + player.getScore());
57         }
58     }
59 }
60
```

```
1 package com.company;
2
3 import java.util.ArrayList;
4 import java.util.List;
5
6 public class Main {
7
8     public static void main(String[] args) {
9
10         Player player1 = new Player("sahin");
11         Player player2 = new Player("mustafa-cem");
12
13         List<Player> players = new ArrayList<>();
14         players.add(player1);
15         players.add(player2);
16
17         Dustbin dustbin = new Dustbin();
18
19         PlayingArea playingArea = new PlayingArea(dustbin,players);
20         playingArea.TryBasket();
21
22     }
23 }
24
```

```
1 C:\Users\sahin\.jdk\openjdk-17\bin\java.exe "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2021.2.2\lib\
  idea_rt.jar=53861:C:\Program Files\JetBrains\IntelliJ IDEA 2021.2.2\bin" -Dfile.encoding=UTF-8 -classpath "C:\
  Users\sahin\Desktop\BachelorDegree\SecondYear\Object Oriented Programming\Week3\DustbinScoreProject\out\
  production\Week2" com.company.Main
2 ----- Player score -----
3 sahin : 7
4 mustafa-cem : 3
5
6 Process finished with exit code 0
7
```

Source

[BachelorDegreeOOPLesson/Week3/DustbinScoreProject at main · sahinmaral/BachelorDegreeOOPLesson \(github.com\)](#)