

SlotMachine1.java

```
1 class SlotMachine1 {
2     public static void main(String[] args) {
3         int first, second;
4         first = (int) (Math.floor(Math.random()*3) + 1);
5         second = (int) (Math.floor(Math.random()*3) + 1);
6         System.out.print(first);
7         System.out.print(" ");
8         System.out.println(second);
9         if(first == second){
10            System.out.println("大当たり!");
11        }
12        if(first != second){
13            System.out.println("はずれ");
14        }
15    }
16 }
17 /* 実行 1 回目 :
18 2 3
19 はずれ
20 */
21 /* 実行 3 回目 :
22 2 2
23 大当たり!
24 */
```