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* CoffeeCan.java
* This is an 00 version of the "Coffee Can" problem first suggested by
  David Gries in _The Science of Programming_ page 165:
    "A coffee can contains some black beans and white beans. The
     following process is repeated as long as possible:
    Randomly select two beans from the can. If they have the same color,
     throw them out, but put another black bean in. (Enough extra black beans
    are available to do this.) If they are of different colors, place the
    white one back in the can and throw the black one away.
     Execution of this process reduces the number of beans in the can by one.
     Repetition of this process must terminate with exactly one bean in the
     can, for then two beans cannot be selected. The question is: what, if
     anything, can be said about the color of the final bean based on the
     number of white beans and the number of black beans initially in the can?"
  The class has an invariant which is partially given below. Discovering the
   rest of the invariant is the key to answering the question.
 * Each method is documented with preconditions and postconditions. To avoid
  saying the same thing twice, information in the @param tags should be
 * considered part of the precondition, and information in the @return tags
  should be considered part of the postcondition.
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import java.io.*;
/** Representation for Gries' coffee can.
   Invariant: there is at least one bean in the can and
               the number of beans of each color is >= 0 and
public class CoffeeCan
    /** Main program. Repeatedly ask user for maximum number of beans of each
       color in can, and then play one instance of the "coffee can" game,
       reporting activity to System.out. Stop when max = 0.
     * NOTE: By entering a negative value, the user can cause the precondition
       of the constructor to be violated. What happens in this case?
    public static void main(String ☐ args) throws IOException
        BufferedReader input = new BufferedReader(new InputStreamReader(System.in));
        System.out.print("Maximum number of beans of each color: ");
       int max = Integer.parseInt(input.readLine());
       while (max != 0)
            // Play one game
            CoffeeCan theCan = new CoffeeCan(max);
            String initialContents = theCan.reportContents();
            System.out.println("Initial contents: " + initialContents);
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while (theCan.numberOfBeans() > 1)
        {
            System.out.println();
            try
            {
                Thread.sleep (5 * 1000);
            catch (InterruptedException e)
            { }
            String roundResults = theCan.playOneRound();
            System.out.println("Results of round: " + roundResults);
            String currentContents = theCan.reportContents();
            System.out.println("Current contents: " + currentContents);
        }
        String finalColor = theCan.lastBeanColor();
        System.out.println("Color of the final bean is " + finalColor);
        System.out.println();
        // Ask user for parameters for next game, or 0 to guit
        System.out.print("Maximum number of beans of each color - 0 to quit: ");
        max = Integer.parseInt(input.readLine());
    }
    System.exit(0);
}
/** Constructor
   Precondition: max >= 1
   @param max maximum number of beans of each color that can
           initially be in the can
    Postconditions: can contains between 1 and max white beans and
                    between 1 and max black beans.
 */
public CoffeeCan(int max)
    whiteBeans = (int) (1 + max * Math.random());
    blackBeans = (int) (1 + max * Math.random());
}
/** Report current contents of the can
   Preconditions: none
   Postcondition: can contents are unchanged
 * @return string describing the current contents of the can
public String reportContents()
{
    return "Can contains: " + whiteBeans +
        " white beans and " + blackBeans + " black beans - total = " +
        (whiteBeans + blackBeans);
}
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/** Report number of beans currently in the can
 * Preconditions: none
 * Postconditions: can contents are unchanged
 * @return total number of beans in can
*/
public int numberOfBeans()
{
    return whiteBeans + blackBeans;
}
/** Play one round of the "coffee can" game. Draw two beans and put
   one back, as described by the rules above.
   Precondition: there is more than one bean in the can
   Postcondition: the number of beans in the can is reduced by 1, in
                   accordance with the rules of the game
 * @return string describing what took place
public String playOneRound()
    String first = chooseBean();
    if (first.equals("White"))
        whiteBeans --;
    else
        blackBeans --;
    String second = chooseBean();
    if (second.equals("White"))
        whiteBeans --;
    else
        blackBeans --;
    String putBack;
    if (first.equals(second))
        putBack = "Black";
        blackBeans ++;
    }
    else
    {
        putBack = "White";
        whiteBeans ++;
    }
    return "Drew: " + first + ", " + second + ". Put back: " + putBack;
}
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/** Choose a single bean to draw
    Preconditions: there is at least one bean in the can
    Postconditions: Return value is either "White" or "Black",
                    and there is at least one bean in the can of that color
   @return color of bean to draw
private String chooseBean()
    if (whiteBeans > 0 && blackBeans > 0)
        if (Math.random() < 0.5)
            return "White";
        else
            return "Black";
    else if (whiteBeans > 0)
        return "White";
    else // must be the case that blackBeans > 0
        return "Black";
}
/** Report the color of the final bean
    Preconditions: the can contains exactly one bean
   Postcondition: can contents are unchanged
   @return color of the one bean in the can
public String lastBeanColor()
{
    if (whiteBeans == 1)
        return "White";
    else // must be that blackBeans == 1
        return "Black";
}
// Number of beans of each kind currently in the can
private int whiteBeans;
private int blackBeans;
```

}