

課題3:スロット

プログラムリスト1(slot1.rb):1つ

```
001: require "dxruby"
002:
003: f = ["7", "@", "G", "!", "*"]
004: no1_f = f.sort_by { rand }
005:
006: i = 0
007: no1 = no1_f[i]
008:
009: no1_s = false
010: font = Font.new(64, "MS Gothic")
011: Window.fps = 15
012: Window.loop do
013:   Window.drawFont(20, 10, "#{no1}", font)
014:   if Input.mousePush?(M_LBUTTON)
015:     if !no1_s
016:       no1_s = true
017:     end
018:   end
019:   i += 1
020:   if i >= f.length
021:     i = 0
022:   end
023:   if no1_s
024:     Window.drawFont(120, 100, "Good!!", font)
025:   else
026:     no1 = no1_f[i]
027:   end
028: end
```

プログラムリスト2(slot2.rb):2つ

```
001: require "dxruby"
002:
003: f = ["7", "@", "G", "!", "*"]
004: no1_f = f.sort_by { rand }
005: no2_f = f.sort_by { rand }
006:
007: i = 0
008: no1 = no1_f[i]
009: no2 = no2_f[i]
010:
011: no1_s = false
012: no2_s = false
013: font = Font.new(64, "MS Gothic")
014: Window.fps = 15
015: Window.loop do
016:   Window.drawFont(20, 10, "#{no1} #{no2}", font)
017:   if Input.mousePush?(M_LBUTTON)
018:     if !no1_s
019:       no1_s = true
020:     elsif !no2_s
021:       no2_s = true
022:     end
023:   end
024:   i += 1
025:   if i >= f.length
026:     i = 0
027:   end
028:   if !no1_s
029:     no1 = no1_f[i]
030:   end
031:   if no2_s
```

```

032:   if no1 == no2
033:     Window.drawFont(120, 100, "Good!!", font)
034:   else
035:     Window.drawFont(120, 100, "Bad.", font)
036:   end
037: else
038:   no2 = no2_f[i]
039: end
040: end

```

プログラムリスト3(slot3.rb):3つ

```

001: require "dxruby"
002:
003: f = ["7", "@", "G", "!", "*"]
004: no1_f = f.sort_by { rand }
005: no2_f = f.sort_by { rand }
006: no3_f = f.sort_by { rand }
007:
008: i = 0
009: no1 = no1_f[i]
010: no2 = no2_f[i]
011: no3 = no3_f[i]
012:
013: no1_s = false
014: no2_s = false
015: no3_s = false
016: font = Font.new(64, "MS Gothic")
017: Window.fps = 15
018: Window.loop do
019:   Window.drawFont(20, 10, "#{no1} #{no2} #{no3}", font)
020:   if Input.mousePush?(M_LBUTTON)
021:     if !no1_s
022:       no1_s = true
023:     elsif !no2_s
024:       no2_s = true
025:     elsif !no3_s
026:       no3_s = true
027:     end
028:   end
029:   i += 1
030:   if i >= f.length
031:     i = 0
032:   end
033:   if !no1_s
034:     no1 = no1_f[i]
035:   end
036:   if !no2_s
037:     no2 = no2_f[i]
038:   end
039:   if no3_s
040:     if no1 == no2 && no1 == no3
041:       Window.drawFont(120, 100, "Good!!", font)
042:     else
043:       Window.drawFont(120, 100, "Bad.", font)
044:     end
045:   else
046:     no3 = no3_f[i]
047:   end
048: end

```