

HotPotatoGame.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Random;
5 public class HotPotatoGame {
6     public static final int MIN_RAND_TIME = 10;
7     public static final int MAX_RAND_TIME = 21;
8     QueueI<String> players;
9     private int currentTime;
10    public HotPotatoGame()
11    {
12        init();
13    }
14    private void init()
15    {
16        players = new LLQueue<String>();
17        this.resetTime();
18    }
19    public void resetTime()
20    {
21        Random r = new Random();
22        this.currentTime = r.nextInt(MAX_RAND_TIME)+MIN_RAND_TIME;
23    }
24    public void addPlayer(String aName)
25    {
26        if(aName == null)
27            return;
28        players.enqueue(aName);
29    }
30    public String getCurrentPlayer()
31    {
32        return players.dequeue();
33    }
34    public boolean hasLost(int time)
35    {
36        this.currentTime -= time;
37        return this.currentTime <= 0;
38    }
39    public boolean getWin()
40    {
41        return players.size() <= 1;
42    }
43 }
44
```