

GameLogic.java

```
/*
 * @author naveen
 * Created on Aug 14, 2009
 *
 * This class defines the methods used in Tambola class.
 *
 * This class contains the logic to generate 1 to 90 non duplicated
 * unique numbers
 *
 * This class contains the logic to send all appeared numbers
 * in the game to be displayed in GUI for verification while playing.
 */
package com.nav.logic;

import java.util.Random;

/**
 * @author naveen
 */
public class GameLogic {

    int count = 0;
    int numberAppeared[][] = new int[9][10];
    public String getNextNumber() {
        if(count >= 90 ){
            String returnVal = " -- ";
            return returnVal;
        }else{
            int nextNum = getNewNumber();
            return Integer.toString(nextNum);
        }
    }

    public String getDisplayString() {
        StringBuffer displayarray = new StringBuffer();
        for(int row = 0 ; row < 9; row++){
            for(int col = 0; col < 10; col++){
                displayarray.append(numberAppeared[row][col]);
                if((Integer.toString(numberAppeared[row][col]).length()==2)){
                    displayarray.append(" ");
                }else displayarray.append(" ");
            }
            displayarray.append("\n");
        }
    }
}
```

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        return displayarray.toString();
    }

    public int getNewNumber() {
        Random rand = new Random();
        boolean present;
        int nextNum=0;
        for(;;){
            try{
                nextNum=rand.nextInt(91);
                if(nextNum !=0 ){
                    present =
checkIfpresent(nextNum);
                    if(!present){

putInAppearedNumbers(nextNum);
                                count = count+1;
                                return nextNum;
                                }
                            }
                        }catch(Exception e){
                            System.out.println("Problematic number
is : " + nextNum);
                        }
                    }
                }

    private void putInAppearedNumbers(int nextNum) {
        int row=0,col=0;
        row = (nextNum / 10);
        col = (nextNum % 10);
        if(col == 0){
            col = 10;
            row = row - 1;
        }
        col = col-1;
        numberAppeared[row][col] = nextNum;
    }

    private boolean checkIfpresent(int nextNum) {
        int row=0,col=0;
        row = (nextNum / 10);
        col = (nextNum % 10);
        if(col == 0){
            col = 10;
            row = row - 1;
        }
        col = col-1;
        if(nextNum==numberAppeared[row][col]){
            return true;
        }
        return false;
    }

```

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```
}  
  
/**  
 *  
 */  
public void setnewGame() {  
    count = 0;  
    for(int row = 0 ; row < 9; row++){  
        for(int col = 0; col < 10; col++){  
            numberAppeared[row][col]=0;  
        }  
    }  
}  
  
}
```