

# Ninety-Nine Bottles of Beer

See <http://www.99-bottles-of-beer.net/>

Simple version:

```
import System.Threading

def getbottle(n as int):
    return "no more bottles of beer" if n==0
    return "1 bottle of beer" if n==1
    return "$n bottles of beer"

b = getbottle(n = 5)
while true:
    print "$b on the wall, $b,"
    if n > 0:
        print "take one down, pass it around,"
    else:
        print "go to the store, buy some more,"
        n=100
    b=getbottle(--n)
    print "$b on the wall."
    print
    Thread.Sleep(1000)
```

OOP version:

```
import System.Threading

class Bottle:
  [Property(Type)]
  static type = "beer"

  static start = 99
  static count = start
  static Count:
    get:
      return count
    set:
      count = value
      start = value

  id as int
  private def constructor(n as int):
    id = n

  static def take() as Bottle:
    if count > 0:
      print "take one down, pass it around,"
      return Bottle(--count)
    return null

  static def buy() as Bottle:
    count = start + 1
    print "go to the store, buy some more,"
    return Bottle(--count)

  static State as string:
    get:
      return Bottle.ToString()

  static def ToString():
    s = "$count bottle"
    s += "s" if count != 1
    s += " of $type"
    return s

Bottle.Count = 5
while true:
  print "$(Bottle.State) on the wall, $(Bottle.State),"
  b = Bottle.take() or Bottle.buy()
  print Bottle.State, "on the wall!"
  print
  Thread.Sleep(1000)
```