

# CSCI 1990 ASSIGNMENT 4 FALL 2009

## DUE NOVEMBER 5

Write a Java program that simulates playing the game of craps.

First declare a Random object. (You can declare the other variables as you go). Create two random integers called die1 and die2 between 1 and 6. Then find their sum.

The way craps is played is that on the first roll, if the sum of the dice is 7 or 11, you win, so set a variable called gameStatus to 1 to represent winning. If the sum is 2, 3, or 12, you lose, so set gameStatus to -1 to represent losing. Otherwise you'll have to roll again, so set gameStatus to 0 to represent continuing the game.

Set a variable called myPoint equal to sum because you'll need to remember your first roll. Also output the sum.

Now while gameStatus equals 0, roll again and find the sum. Output the sum. If the sum equals myPoint, you win (so set gameStatus equal to 1). If the sum equals 7, you lose (so set gameStatus to -1).

Eventually you'll win or lose, so the **while** loop will be exited. If gameStatus equals 1, output a message to indicate a win. Otherwise, output a message to indicate a loss.