

Program a dice-rolling game.

Use the instructions (comments) and template below to write a dice rolling game. Output should be similar to the sample at the bottom.

```
/**
 * Successively roll 2 6-sided dice, but no more than NUMBEROFCHANCES
 * times. If, at any time, the player's score is equal to or greater
 * than WINSORE, the player wins, otherwise, the player loses.
 * If you change NUMBEROFCHANCES or WINSORE, be sure to keep
 * winning in the range of 50-80%
 * @author pdakehar
 * Creation Date - October 2011
 */
```

```
public class DiceGame {
```

```
    public static final int NUMBEROFCHANCES = 7;
    public static final int WINSORE = 47;
```

```
/**
 * Generate a random number for the roll of one die with the
 * number of sides specified.
 * @param numberOfSides indicates the number of sides on the die
 * @return the number rolled
 */
```

```
public static int roll(int numberOfSides)
{
    // TODO code application logic here
    // Generate a random number for the roll of one die
}
```

```
/**
 * Check if the player won. If so print a positive message and return
 * true. If not, and the NUMBEROFCHANCES has expired, print a loss
 * message and return false. (In any other case, the player has not
```

```

* gotten a high enough score, but has more chances, return false.)
* @param name the player's name
* @param score the player's current score
* @return true if the player won (score>WINSORE), false otherwise
*/
public static boolean checkWin( String name,
                               int score,
                               int numberOfTimesRolled)
{
    // TODO code application logic here
}

/**
 * @param args the command line arguments
 */
public static void main(String[] args)
{
    // TODO code application logic here
    // Roll dice and print update messages.
}
}

```

Sample Output:

run:

Rolling . . .

```

6 5 . . . 11 so far
5 3 . . . 19 so far
1 5 . . . 25 so far
1 1 . . . 27 so far
6 2 . . . 35 so far
5 1 . . . 41 so far
3 5 . . . 49 so far

```

Jeffrey, you won!! You got 49.