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1  <!DOCTYPE html>
2
3  <html lang="en" xmlns="http://www.w3.org/1999/xhtml">
4  <head>
5      <meta charset="utf-8" />
6      <title>Craps!</title>
7      <script language="javascript">
8          var rollnumber = 0 * 1;
9          var roll2 = 0 * 1;
10         var roll3 = 0 * 1;
11         var roll4 = 0 * 1;
12         var roll5 = 0 * 1;
13         var roll6 = 0 * 1;
14         var roll7 = 0 * 1;
15         var roll8 = 0 * 1;
16         var roll9 = 0 * 1;
17         var roll10 = 0 * 1;
18         var roll11 = 0 * 1;
19         var roll12 = 0 * 1;
20         var point = 0 * 1;
21
22         function rolldice() {
23             var random1 = Math.floor(Math.random() * 6) + 1;
24             console.log(random1);
25             var random2 = Math.floor(Math.random() * 6) + 1;
26             console.log(random2);
27             var rollsum = random1 + random2;
28             rollnumber += 1;
29
30
31             if (random1 == 1) {
32                 console.log("you got 1");
33                 document.getElementById("die1").src = "die 1.png";
34             }
35             else if (random1 == 2) {
36                 console.log("you got 2");
37                 document.getElementById("die1").src = "die 2.png";
38             }
39             else if (random1 == 3) {
40                 console.log("you got 3");
41                 document.getElementById("die1").src = "die 3.png";
42             }
43             else if (random1 == 4) {
44                 console.log("you got 4");
45                 document.getElementById("die1").src = "die 4.png";
46             }
47             else if (random1 == 5) {
48                 console.log("you got 5");
49                 document.getElementById("die1").src = "die 5.png";
50             }
51             else if (random1 == 6) {
52                 console.log("you got 6");
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53     document.getElementById("die1").src = "die 6.png";
54 }
55
56 if (random2 == 1) {
57     console.log("you got 1");
58     document.getElementById("die2").src = "die 1.png";
59 }
60 else if (random2 == 2) {
61     console.log("you got 2");
62     document.getElementById("die2").src = "die 2.png";
63 }
64 else if (random2 == 3) {
65     console.log("you got 3");
66     document.getElementById("die2").src = "die 3.png";
67 }
68 else if (random2 == 4) {
69     console.log("you got 4");
70     document.getElementById("die2").src = "die 4.png";
71 }
72 else if (random2 == 5) {
73     console.log("you got 5");
74     document.getElementById("die2").src = "die 5.png";
75 }
76 else if (random2 == 6) {
77     console.log("you got 6");
78     document.getElementById("die2").src = "die 6.png";
79 }
80
81
82 if (rollsum == 2) {
83     roll2 += 1;
84 }
85 else if (rollsum == 3) {
86     roll3 += 1;
87 }
88 else if (rollsum == 4) {
89     roll4 += 1;
90 }
91 else if (rollsum == 5) {
92     roll5 += 1;
93 }
94 else if (rollsum == 6) {
95     roll6 += 1;
96 }
97 else if (rollsum == 7) {
98     roll7 += 1;
99 }
100 else if (rollsum == 8) {
101     roll8 += 1;
102 }
103 else if (rollsum == 9) {
104     roll9 += 1;
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105     }
106     else if (rollsum == 10) {
107         roll10 += 1;
108     }
109     else if (rollsum == 11) {
110         roll11 += 1;
111     }
112     else if (rollsum == 12) {
113         roll12 += 1;
114     }
115
116
117     if (rollsum == 4 && rollnumber == 1) {
118         point = rollsum;
119     }
120     if (rollsum == 5 && rollnumber == 1) {
121         point = rollsum;
122     }
123     if (rollsum == 6 && rollnumber == 1) {
124         point = rollsum;
125     }
126     if (rollsum == 8 && rollnumber == 1) {
127         point = rollsum;
128     }
129     if (rollsum == 9 && rollnumber == 1) {
130         point = rollsum;
131     }
132     if (rollsum == 10 && rollnumber == 1) {
133         point = rollsum;
134     }
135
136     document.getElementById("sumfield").textContent = "Point: " + point;
137
138     if (rollnumber == 1) {
139         if (rollsum == 7 || rollsum == 11 && rollnumber == 1) {
140             rollnumber = 0 * 1;
141             roll12 = 0 * 1;
142             roll13 = 0 * 1;
143             roll14 = 0 * 1;
144             roll15 = 0 * 1;
145             roll16 = 0 * 1;
146             roll17 = 0 * 1;
147             roll18 = 0 * 1;
148             roll19 = 0 * 1;
149             roll10 = 0 * 1;
150             roll11 = 0 * 1;
151             roll12 = 0 * 1;
152             point = 0 * 1;
153             document.getElementById("sumfield").textContent = "";
154             window.alert("You won with a roll of: " + rollsum);
155         }
156     }
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157         if (rollsum == 2 || rollsum == 3 || rollsum == 12 && rollnumber  
158             == 1) {  
159             rollnumber = 0 * 1;  
160             roll12 = 0 * 1;  
161             roll13 = 0 * 1;  
162             roll14 = 0 * 1;  
163             roll15 = 0 * 1;  
164             roll16 = 0 * 1;  
165             roll17 = 0 * 1;  
166             roll18 = 0 * 1;  
167             roll19 = 0 * 1;  
168             roll10 = 0 * 1;  
169             roll11 = 0 * 1;  
170             roll12 = 0 * 1;  
171             point = 0 * 1;  
172             document.getElementById("sumfield").textContent = "";  
173             window.alert("You lost with a roll of: " + rollsum);  
174         }  
175     }  
176     if (rollnumber >= 2) {  
177         if (rollsum == 7 && rollnumber >= 2) {  
178             rollnumber = 0 * 1;  
179             roll12 = 0 * 1;  
180             roll13 = 0 * 1;  
181             roll14 = 0 * 1;  
182             roll15 = 0 * 1;  
183             roll16 = 0 * 1;  
184             roll17 = 0 * 1;  
185             roll18 = 0 * 1;  
186             roll19 = 0 * 1;  
187             roll10 = 0 * 1;  
188             roll11 = 0 * 1;  
189             roll12 = 0 * 1;  
190             point = 0 * 1;  
191             document.getElementById("sumfield").textContent = "";  
192             window.alert("You lost with a roll of: " + rollsum);  
193         }  
194     }  
195     if (rollsum == point && rollnumber >= 2) {  
196         rollnumber = 0 * 1;  
197         roll12 = 0 * 1;  
198         roll13 = 0 * 1;  
199         roll14 = 0 * 1;  
200         roll15 = 0 * 1;  
201         roll16 = 0 * 1;  
202         roll17 = 0 * 1;  
203         roll18 = 0 * 1;  
204         roll19 = 0 * 1;  
205         roll10 = 0 * 1;  
206         roll11 = 0 * 1;  
207         roll12 = 0 * 1;
```

```
208         point = 0 * 1;
209         document.getElementById("sumfield").textContent = "";
210         window.alert("You won with a roll of: " + rollsum);
211     }
212 }
213 }
214
215
216 }
217 </script>
218 </head>
219 <body style="background-image: url(crapsboard.png); background-repeat: no-repeat; ↗
    background-color: #009832;">
220     <center>
221         <h1 style="color:white;font-family:Impact;font-size:50px;">Craps!</h1>
222     </center>
223     <br>
224     <br>
225     <form name="rollform" style="left:1300px; position:absolute;">
226
227         
228         
229     </br>
230     </br>
231     <input type="button" value="Roll" onclick="rolldice()"
232         style="width:100px;height:25px;font-size:18px;font- ↗
            family:Montserrat;left:150px;position:absolute;" />
233     </br>
234     </br>
235     <textarea name="txtsum" id="sumfield" rows="2" cols="13" disabled ↗
        style="left:145px;position:absolute; resize:none;" ></textarea>
236
237 </form>
238 </body>
239 </html>
240
```