```java
1   /*
2    * David Lim
3    * 9/14/22
4    * Craps Game
5    */
6
7   import javax.swing.*;
8   import java.awt.*;
9   import java.awt.event.ActionListener;
10  import java.awt.event.ActionEvent;
11
12  public class Main extends JFrame implements ActionListener{
13      private int roll1;
14      private int roll2;
15      private int rollMax = 6;
16      private int rollMin = 1;
17      private int sum;
18      public static int gameswon = 0;
19      public static int counter;
20      JLabel lblLabel = new JLabel("How many games do you want to play:");
21      JTextField txtNumofGames = new JTextField(10);
22      JTextArea txaCraps = new JTextArea("", 10, 30);
23      JButton btnPlay = new JButton("Play");
24
25      public static void main(String[] args){
26          Main frame = new Main();
27          frame.setSize(500,500);
28          frame.setVisible(true);
29      }
30
31      public Main(){
32          super("Craps");
33          setDefaultCloseOperation(EXIT_ON_CLOSE);
34
35          setLayout(new FlowLayout());
36
37          add(lblLabel);
38          add(txtNumofGames);
39          add(txaCraps);
40          add(btnPlay);
41
42
43          btnPlay.addActionListener(this);
44
45      }
46
47      public void actionPerformed(ActionEvent event){
48          Object objSource = event.getSource();
49
50          if (objSource == btnPlay){
51              txaCraps.setText("");
52              int numofGames = Integer.parseInt(txtNumofGames.getText());
53              String outputString = "";
54              String string = "";
55
56              for (counter=0; counter < numofGames;){
57                  roll1 = (int)Math.floor(Math.random() * (rollMax - rollMin + 1) + rollMin);
```

```java
58                 roll2 = (int)Math.floor(Math.random() * (rollMax - rollMin + 1) + rollMin);
59                 sum = roll1 + roll2;
60                 roll roll = new roll(sum);
61
62                 String outcome = roll.getGameStatus();
63
64
65             }
66         // outputString += (gameswon / numofGames);
67         outputString = "Win chance: " + Double.toString(((float)gameswon /
   (float)numofGames)* 100) + "%" + "\n" +
68         "Number of Games: " + numofGames;
69         txaCraps.append(outputString);
70         counter = 0;
71         gameswon = 0;
72         }
73     }
74
75 }
```