

```
1  public class calculate {
2      private int sum;
3      private static int point;
4      private static Boolean gameStatus = true;
5      private static int rolls;
6      private String winLose = "";
7
8      calculate(int rollsum){
9          rolls+=1;
10         sum = rollsum;
11         game();
12
13     }
14     private void game(){
15         //first roll
16         if (rolls <= 1){
17             if (sum == 7 || sum == 11){
18                 winLose = "YOU WON";
19                 rolls = 0;
20             }
21             else if (sum == 2 || sum == 3 || sum == 7){
22                 winLose = "YOU LOST";
23                 rolls = 0;
24             }
25             else{
26                 point = sum;
27             }
28
29         }
30
31         else if (rolls > 1){
32             //after first roll
33
34             //win: roll your point
35             if (sum == point){
36                 winLose = "YOU WIN";
37                 rolls = 0;
38             }
39             //lose: roll a 7
40             else if (sum == 7){
41                 winLose = "YOU LOSE";
42                 rolls = 0;
43             }
44
45         }
46     }
47
48     public String getGameStatus(){
49         return winLose;
50     }
51
52     public int returnPoints(){
53         return point;
54     }
55
56     public static boolean returnGameState(){
57         return gameStatus;
58     }
59 }
60
```