

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

```
58  
59     public int returnPoints(){  
60         return point;  
61     }  
62  
63     public static boolean returnGameState(){  
64         return gameStatus;  
65     }  
66 }  
67
```