

## 計算機概論 作業 3

繳交日期：依 Moodle 公告

**請務必留意檔案名稱！**

Questions:

A common dice game named Sic Bo ( 骰寶 ) utilizes **three dice**. And one of the gameplay options is **Odd or Even**, that is: A player may place wagers:

(a) “Odd”, which shall:

- I. win if any of the totals 5, 7, 9, 11, 13, 15 or 17 appears in any combination of the three dice, except in the case of triple 3 or triple 5, and
- II. lose if any other total appears, or if the totals 9 or 15 are determined as a result of the combination of the dice showing triple 3 or triple 5 respectively.

(b) “Even”, which shall:

- I. win if any of the totals 4, 6, 8, 10, 12, 14 or 16 appears in any combination of the three dice, except in the case of triple 2 or triple 4, and
- II. lose if any other total appears, or if the totals 6 or 12 are determined as a result of the combination of the dice showing triple 2 or triple 4 respectively.

Please write a program that play the game described above **1000** times with a **random bet** on “odd” or “even” and calculate the player’s **wining percentage**.