

pseudocode

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```
while if round is not stopped do
  roundCounter += 1;
  if bet is not chosen then
    whoToBetO();
    updateBetDatabase();
  end if
  if dices not chosen then
    chooseDices();
    initDices();
  end if
  if roll dices and not stopped then
    reRollOrStop();
  end if
  if if stopped then
    runComputersTurn();
    calculateScore();
  end if
```