**CISC 1115 Assignment 5**

Write a complete Java program, including at least one comment at the top, to do the following: Your program will simulate playing a game of dice. The program will do the following:

1. The main program will ask the user to input 2 integer values in the range of 1 to 6. The main program will read the two integers into 2 variables called die1 and die2. The program will then print the numbers after they are read in.
2. The main program will then send the 2 integers to a method named outcome. The method will determine the outcome of the game using these 2 numbers, according to this scheme.
   1. If the numbers add up to 7 or 11 then the player wins, and the method should return an indication of this.
   2. If the numbers add up to 2 or 12 then the player wins, and the method should return an indication of this.
   3. If the numbers add up to anything else, then the player must continue, and the method should return an indication of this.

When the method returns to the main program the program will print an appropriate message, describing which of the three cases applies in this situation.

1. If the player won or lost the main program should go back to step 1 to read in 2 new integers again and repeat the entire process. In the other case, if the player must continue then the main program should call another method (any name you want) which is described below. The main program should send this method the sum of the 2 integers that were read in.
2. The 2nd method will ask the player to enter 2 more integers (also in the range from 1 to 6) and do the following:
   1. If these new integers add up to 7 then the player loses
   2. If they add up to the value sent to the method the player wins.
   3. If the numbers add up to anything else, then the player must continue, and the method should keep asking for 2 new integers until the player either wins or loses (based on a and b) and print a message when that occurs.

1. Whatever the result the method should print the 2 numbers read in each time the outcome of the roll of the dice, continue or the eventual outcome of won/lost. When the game is finally resolved the method will return to the main program and start at step 1.
2. At step 1, if the user types in a special combination, you determine what that is the program will halt

Data: Type in a total of about 10 games. Have at least 1 where the player wins right away with a 7 or 11 one where he loses right away with a 2 or 12 and a bunch where he must continue and sometimes wins and sometimes loses.