



Write a Java program for a simple version of *Yahtzee* game.

The objective of *Yahtzee* is to get as many points as possible by rolling three dices.

Two people play this game. Each player has a [queue](#).

The game consists of 15 turns. In each turn, a player throws three dices. The numbers must be inserted into his/her queue. After that, the player can gain a point if one of the following combinations exists in his/her [queue](#):

Category	Description	Score	Example
Yahtzee	You must have at least 4 of the same number.	20	
Large straight	You must have at least 6 consecutive numbers	10	

If a combination occurs, the player gets the related point and these numbers must be deleted from the queue.

In one turn, a player can get points for multiple combinations.

The program must display all steps until the game is over.

At the end of the game, the winner should be displayed, if exists.

In your program, you can use [queue](#) as you want, but you must use only [queues](#), don't use other data structures.

You can use *linear queue* or *circular queue*.

Don't use normal array.

Don't use stack.

Don't use a string variable.

Don't use queue class embedded in Java. Write your own queue class.

Don't take any input from the user !!!

Sample output:

Turn: 1

Player1: 2 4 2 score: 0
Player2: 1 3 1 score: 0

Turn: 2

Player1: 2 4 2 2 5 1 score: 0
Player2: 1 3 1 5 4 4 score: 0

Turn: 3

Player1: 2 4 2 2 5 1 4 2 2 score: 0
Player2: 1 3 1 5 4 4 1 3 3 score: 0

Player1: 4 5 1 4 2 score: 20
Player2: 1 3 1 5 4 4 1 3 3 score: 0

Turn: 4

Player1: 4 5 1 4 2 3 6 1 score: 20
Player2: 1 3 1 5 4 4 1 3 3 2 2 2 score: 0

Player1: 4 1 score: 30
Player2: 1 3 1 5 4 4 1 3 3 2 2 2 score: 0

Turn: 5

Player1: 4 1 5 5 6 score: 30
Player2: 1 3 1 5 4 4 1 3 3 2 2 2 1 2 1 score: 0

Player1: 4 1 5 5 6 score: 30
Player2: 3 5 4 4 3 3 1 score: 40

Turn: 6

Player1: 4 1 5 5 6 2 3 1 score: 30
Player2: 3 5 4 4 3 3 1 4 5 1 score: 40

Player1:	5 1	score:	40
Player2:	3 5 4 4 3 3 1 4 5 1	score:	40

Turn: 7

Player1:	5 1 5 5 5	score:	40
Player2:	3 5 4 4 3 3 1 4 5 1 2 5 2	score:	40

Player1:	1	score:	60
Player2:	3 5 4 4 3 3 1 4 5 1 2 5 2	score:	40

Turn: 8

...

Turn: 15

Player1:	6 2 4 4	score:	120
Player2:	3 4 3 1 4 1 2 5 5	score:	100

Game is over.

The winner is player 1.