Craps Game:

Create a class called Dice:

You need a method called roll which will return a random number 1 – 6 inclusive to simulate a die roll

Create a main method:

Create two Dice objects.

First roll:

The player should press enter to roll the dice. (Use an input statement)

On the first roll if the sum is 2 or 12 the player loses

On the first roll if the sum is 7 or 11 the player wins

Any other roll becomes what is called the “point”

Subsequent rolls:

On all rolls after the first roll if the player rolls a 7 they lose, and if the player rolls the “point” they win

If the player rolls neither they continue to roll until they roll 7 or the “point”

\*\*\* The player should have to press enter between each roll

\*\*\* Once the player wins or loses they should be asked if they want to play again

\*\*\* Extra Credit can be earned by displaying a String representing the die roll. For instance: