

```

import java.util.Scanner;

public class CBT032BakshiSaket
{
    public static void main(String[] args)
    {
        Scanner key = new Scanner(System.in);

        int roll, total;

        total = 0;

        do
        {
            roll = 1 + (int)(Math.random()*6);
            System.out.println("Computer rolled a " + roll + ".");

            if(roll==1)
            {
                System.out.println("\tThat ends its turn.");
                total = 0;
            }
            else
            {
                total += roll;
                System.out.println("\tComputer has " + total + " points so far this
round.");

                if(total<20)
                {
                    System.out.println("\tComputer chooses to roll again.");
                }
            }
        } while (roll != 1 && total < 20);

        System.out.println("Computer ends the round with " + total + " points.");
    }
}

```

```
PS C:\Users\saket\JAVA\CBT> javac .\CBT032BakshiSaket.java
PS C:\Users\saket\JAVA\CBT> java CBT032BakshiSaket
Computer rolled a 4.
    Computer has 4 points so far this round.
    Computer chooses to roll again.
Computer rolled a 5.
    Computer has 9 points so far this round.
    Computer chooses to roll again.
Computer rolled a 4.
    Computer has 13 points so far this round.
    Computer chooses to roll again.
Computer rolled a 3.
    Computer has 16 points so far this round.
    Computer chooses to roll again.
Computer rolled a 2.
    Computer has 18 points so far this round.
    Computer chooses to roll again.
Computer rolled a 2.
    Computer has 20 points so far this round.
Computer ends the round with 20 points.
PS C:\Users\saket\JAVA\CBT>
```