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vim Driver.java
1 /*
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4 Driver.java : A Dice rolling game using Math.random and JOptionPane
5 */
6 import javax.swing.JOptionPane;
7 import java.lang.Math;
8 public class Driver{
9     // get a random number between n to k
10     public static int range(int floor, int celing){
11         return (int)(Math.random()*((celing-floor)+1))+floor;
12     }
13     public static void main(String[] args){
14         int reply = JOptionPane.showConfirmDialog(null, "Do you want to play this game?", "Play Game",  JOptionPane.YES_NO_OPTION);
15         // this allows for us to keep running the program until the user does not want to
16         boolean play_again = true;
17         while(play_again){
18             // if the intial answer was yes, then play the game
19             if(reply == JOptionPane.YES_OPTION){
20                 // get three random numbers in the range from 1-6
21                 int roll_one = range(1, 6);
22                 int roll_two = range(1, 6);
23                 int roll_three = range(1, 6);
24                 // make a string representation of the outcome for the dialog
25                 String dice_output_message = "Dice 1: " + roll_one + "\n" + "Dice 2: " + roll_two + "\n" + "Dice 3: " + roll_three + "\n";
26                 // all three match
27                 if((roll_one == roll_two) && (roll_two == roll_three) && (roll_one == roll_three)){
28                     JOptionPane.showMessageDialog(null, dice_output_message, "Roll outcome", JOptionPane.INFORMATION_MESSAGE);
29                     JOptionPane.showMessageDialog(null, "Three of a kind", "WINNER", JOptionPane.WARNING_MESSAGE);
30                 }
31                 // two of the three match
32                 else if((roll_one == roll_two) || (roll_two == roll_three) || (roll_one == roll_three)){
33                     JOptionPane.showMessageDialog(null, dice_output_message, "Roll outcome", JOptionPane.INFORMATION_MESSAGE);
34                     JOptionPane.showMessageDialog(null, "Two of a kind", "WINNER", JOptionPane.WARNING_MESSAGE);
35                 }
36                 // no matches
37                 else if((roll_one != roll_two) && (roll_two != roll_three) && (roll_one != roll_three)){
38                     JOptionPane.showMessageDialog(null, dice_output_message, "Roll outcome", JOptionPane.INFORMATION_MESSAGE);
39                     JOptionPane.showMessageDialog(null, "No matches", "Loser", JOptionPane.ERROR_MESSAGE);
40                 }
41                 // check if we want to play again, if not we break from the while loop
42                 int play_again_message = JOptionPane.showConfirmDialog(null, "Play again?", "Request", JOptionPane.YES_NO_OPTION);
43                 if(play_again_message != JOptionPane.YES_OPTION){ break; }
44             }
45             // we don't want to play your games Jared
46             else if(reply == JOptionPane.NO_OPTION){
47                 JOptionPane.showMessageDialog(null, "Smell yah later!", "Depature dialog", JOptionPane.INFORMATION_MESSAGE);
48                 break;
49             }
50         }
51     }
52 }
```