**Program**

import java.util.concurrent.ThreadLocalRandom;

public class Meier {

static int rank1 = 0, rank2 = 0;

public static void main(String[] args) {

rank1 = roleDice(1);

rank2 = roleDice(2);

}

public static int roleDice(int user) {

int score = 0, die1, die2, temp;

String player = (user == 1) ? "First": "Second";

//generate dice roll

die1 = ThreadLocalRandom.current().nextInt(1, 7);

die2 = ThreadLocalRandom.current().nextInt(1, 7);

//set larger die first

if(die1 < die2) {

temp = die1;

die1 = die2;

die2 = temp;

}

System.out.println(player + " player's roll is " + die1 + " and "+ die2);

//Concatenate roll and add points if necessary

if(die1 == die2) {

score = 100;

}

if(die1 == 2 && die2 == 1) {

score = 200;

}

score += Integer.valueOf(String.valueOf(die1) + String.valueOf(die2));

System.out.println(score);

if(user == 2 && score < rank1) {

System.out.println("Your score is less than the other player, you will need to bluff to win");

}else if(user == 2 && score == rank1) {

System.out.println("Your scores are equal, no need to bluff");

}

else if(user == 2 && score > rank1){

System.out.println("Your score is higher than the other player, no need to bluff");

}

return score;

}

}

**Output 1**

First player's roll is 2 and 1

221

Second player's roll is 2 and 2

122

Your score is less than the other player, you will need to bluff to win

**Output 2**

First player's roll is 5 and 2

52

Second player's roll is 3 and 3

133

Your score is higher than the other player, no need to bluff

**Output 3**

First player's roll is 6 and 4

64

Second player's roll is 6 and 4

64

Your scores are equal, no need to bluff

**Output 4**

First player's roll is 4 and 3

43

Second player's roll is 6 and 5

65

Your score is higher than the other player, no need to bluff

**Output 5**

First player's roll is 4 and 4

144

Second player's roll is 6 and 5

65

Your score is less than the other player, you will need to bluff to win