PROJECT 2

Here, some examples of java applets are given. In the project, modify craps.java program such that add two textboxes and two labels for implementing real play by means of defining initial and unit amount of money. While each win will increase (but each loss obviously will decrease) the total money by the unit amount of money. Your project is supposed to allow all these changes. Include only the code section and screenshot of the output page.

Warning: Please submit the project on time. This time, no delay will be allowed.