Write a program that simulates the game of craps, which is played with two dice. On the first roll,the player wins if the sum of the dice is 7 or 11. The player loses if the sum is 2, 3, or 12. Any other roll is called “point” and the game continues. On each subsequent roll, the player wins if he or she rolls the point again. The players loses by rolling 7. Any other roll is ignored and the game continues. At the end of each game, the program will ask the user whether or not to play again. When the user enters a response other than y or Y, the program will display the number of wins and lossed and then terminate. You rolled: 8 Your point is 8 You rolled: 3 You rolled: 10 You rolled: 8 You win! Play again? y You rolled: 6 Your point is 6 You rolled: 5 You rolled: 12 You rolled: 3 You rolled: 7 You lose! Play again? y You rolled: 11 You win! Play again? n Wins: 2 Losses: 1 Write your program as threefunctions: main, roll\_dice, and play\_game. Here are the prototypesfor the latter two functions: int roll\_dice(void); bool play\_game(void) roll\_dice should generate two randomnumbers, each between 1 and 6, and return their sum. play\_game should play one craps game(calling roll\_dice to determine the outcome of each dice roll); it will return true if the player wins andfalse if the player loses. play\_game is also responsible fordisplaying messages showing the results of the player’s dice rolls. main will call play\_game repeatedly, keeping track ofthe number of wins and loses and displaying “youwin!” and “you lose” messages.

To finish this project you must carefully read the document about the functions declared in my Conio.h. To use these functions, you should include myConio.h and myConio.c in your project. The finally appearance of this project is demonstrated in the attached execution file interface.exe. The final score you get depends on the amount of sub-tasks you’ve fulfilled. The score distribution for the sub-tasks of this project is listed below:

a) Display the colorful menu items at the center of the screen. (10%)

b) Control the user's operation using up-arrow, down-arrow, and number keys. (15%)

c) Display the content of status bar to describe the function of the current selected item. (10%)

d) Display the current time at the top-right continuously. (15%)

e) Cursor is invisible when the program runs. (5%)

f) Terminate the program when user presses enter key while the highlighted item is Exit.