//https://github.com/mannanarama/CS-256

#include<iostream>

#include<ctime>

#include<math.h>

using namespace std;

int dice()

{

return (rand() % 6) + 1;

}

int main()

{

int roll1;

int roll2;

int sumUser;

int sumComp;

char choose;

srand( time(0) );

cout << "Would you like to play a game of 21?(y/n) " << endl;

cin >> choose;

while(choose != 'n')

{

roll1 = dice();

roll2 = dice();

cout << "You rolled:" << roll1 << endl << endl;

cout << "Computer rolled:" << roll2 << endl << endl;

cout << "Keep rolling (y/n)" << endl;

cin >> choose;

sumUser = sumUser + roll1;

sumComp = sumComp + roll2;

cout << sumUser << endl;

cout << sumComp << endl;

if(sumUser > sumComp)

{

cout << "You Win!" << endl;

}

else

{

cout << "The Computer Wins" << endl;

}

}

return 0;

}