```java
import java.util.Random;

public class Dice {
    private int value;

    public Dice() {
        this.value = 0;
    }

    public void roll() {
        Random random = new Random();

        this.value = random.nextInt(6) + 1;
    }

    public int getValue() {
        return this.value;
    }
}

```

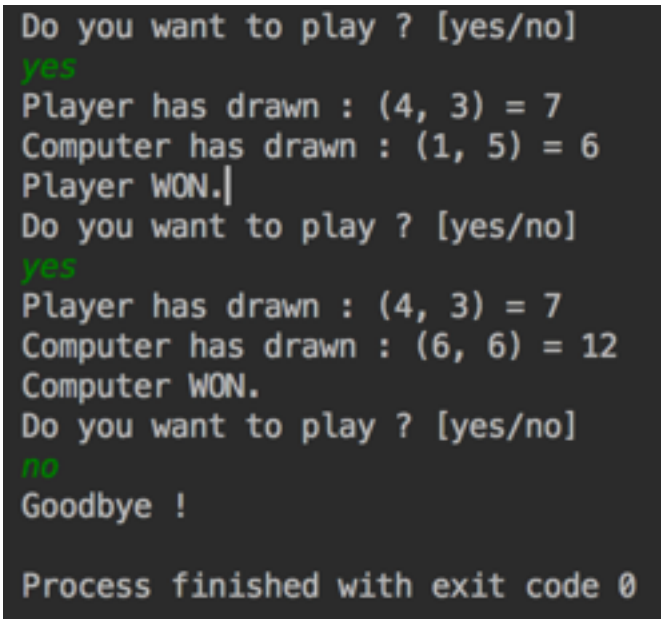
```
 1 import java.util.Scanner;
 2
 3 public class Game {
 4
 5     private Entity player;
 6     private Entity computer;
 7
 8     public Game() {
 9         this.player = new Entity();
10         this.computer = new Entity();
11     }
12
13     public void init() {
14         Scanner scanner = new Scanner(System.in);
15
16         System.out.println("Do you want to play ? [yes/no]"
   );
17         String line = scanner.nextLine();
18
19         if (line.toLowerCase().equals("yes")) {
20             this.play();
21         } else if (line.toLowerCase().equals("no")) {
22             System.out.println("Goodbye !");
23             return;
24         } else {
25             System.out.println("Sorry, your request has not
    been understood.");
26             this.init();
27         }
28     }
29
30     public void play() {
31         int playerValue = 0;
32         int computerValue = 0;
33         this.player.rollDice();
34         this.computer.rollDice();
35
36         System.out.print("Player has drawn : (");
37         for (int i = 0 ; i < this.player.getDices().length;
    i++) {
38             playerValue += this.player.getDices()[i].
   getValue();
39             System.out.print(this.player.getDices()[i].
   getValue());
40             if (i + 1 < this.player.getDices().length) {
41                 System.out.print(", ");
42             }
43         }
44         System.out.println(") = " + playerValue);
45
```

```
46
47          System.out.print("Computer has drawn : (");
48          for (int i = 0 ; i < this.computer.getDices().
    length; i++) {
49              computerValue += this.computer.getDices()[i].
    getValue();
50              System.out.print(this.computer.getDices()[i].
    getValue());
51              if (i + 1 < this.computer.getDices().length) {
52                  System.out.print(", ");
53              }
54          }
55          System.out.println(") = " + computerValue);
56
57          if (playerValue < computerValue) {
58              System.out.println("Computer WON.");
59          } else if (playerValue > computerValue) {
60              System.out.println("Player WON.");
61          } else {
62              System.out.println("This is a TIE.");
63          }
64
65          this.init();
66      }
67
68  }
69
```

```
 1
 2 public class Main {
 3
 4     public static void main(String[] args) {
 5         Game game = new Game();
 6
 7         game.init();
 8     }
 9 }
10
```

```
 1 public class Entity {
 2
 3     private Dice[]   dices;
 4
 5     public Entity() {
 6         this.dices = new Dice[2];
 7         this.dices[0] = new Dice();
 8         this.dices[1] = new Dice();
 9     }
10
11     public void rollDice() {
12         for (Dice dice: this.dices) {
13             dice.roll();
14         }
15     }
16
17     public Dice[] getDices() {
18         return this.dices;
19     }
20
21 }
22
```

OUTPUT


Do you want to play ? [yes/no]
yes
Player has drawn : (4, 3) = 7
Computer has drawn : (1, 5) = 6
Player WON.
Do you want to play ? [yes/no]
yes
Player has drawn : (4, 3) = 7
Computer has drawn : (6, 6) = 12
Computer WON.
Do you want to play ? [yes/no]
no
Goodbye !
Process finished with exit code 0