

**Create a one player Craps game in a windowed environment, with a graphical output and accepting input using the mouse. Your design must be implemented as an Object Oriented design.**

**Using the modified Craps Rules (see attachment):**

1. You need to keep a win/loss record. Writing this to a file is optional extra credit.
2. You need to implement betting and show the current amount of the bet and the amount of money left in the bank.
3. You need to display the roll number (first roll or second roll) and if it is the second roll the number the player is rolling for.
4. You need to display whether the player won or lost.

## 1. Basics of Craps

The basic premise of the game is that you roll the dice and either get a 7 or an 11 on the first roll and win, or if you roll a 4, 5, 6, 8, 9 or 10, you get a second roll. On the second roll you only win if you roll the same number you rolled on the first roll. You lose on the first roll for rolling a 2, 3 or 12 and on the second roll for **not** rolling what you rolled on the first roll.

## 2. Betting

1. If you win on the first roll, the payoff is 1:1
2. If you win on the second roll the payoff is as follows:

Number rolled	Payoff Ratio
4	1:2
5	1:1.5
6	1:1.2
8	1:1.2
9	1:1.5
10	1:2

# Craps

# Final Assignment

