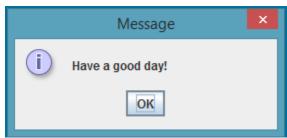
Problem 1:

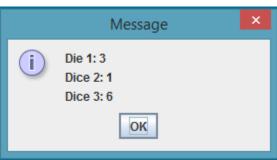
```
public static void main(String[] args) {
          int selection;
          boolean isYes;
          int dice1, dice2, dice3;
10
          selection = JOptionPane.showConfirmDialog(null, "Would you lke to play a dice rolling game?\nYou start out with "
                  + "$200 and are able to bet", "Dice Game Begin 1", JOptionPane.YES_NO_OPTION, JOptionPane.QUESTION_MESSAGE);
          isYes = (selection == JOptionPane.YES_OPTION);
          if(isYes) {
15
              boolean gameLoop = true;
16
              boolean gamble;
              int money = 200;
              int bet = 0;
21
              while (gameLoop && money > 0) {
23
                  selection = JOptionPane.showConfirmDialog(null, "Would you like to bet?\nYou have $"
24
25
                  + money, "Dice Game Bet", JOptionPane. YES_NO_OPTION, JOptionPane. QUESTION_MESSAGE);
26
                  gamble = (selection == JOptionPane. YES OPTION);
                  if(gamble) {
28
                     bet = Integer.parseInt(JOptionPane.showInputDialog("How much of your\n" +
29
                  money + " would you like to bet?"));
31
                     while(bet > money && bet > 0) {
                         if(bet > 0) {
33
                             JOptionPane.showMessageDialog(null, "That is an invalid bet amount",
34
                                    "Error", JOptionPane.ERROR MESSAGE);
36
                         else {
                             JOptionPane.showMessageDialog(null, "You must bet more than 0", "Error",
                                    JOptionPane.ERROR MESSAGE);
39
                              1
40
                              bet = Integer.parseInt(JOptionPane.showInputDialog("How much of your\n" +
41
                              money + " would you like to bet?")):
42
                         }
43
44
                         money -= bet;
45
46
47
                     dice1 = (int) (Math.random() * 6) + 1;
                     dice2 = (int) (Math.random() * 6) + 1;
48
                     dice3 = (int) (Math.random() * 6) + 1;
49
                     JOptionPane.showMessageDialog(null, "Die 1: " + dice1 + "\nDice 2: " +
52
                     dice2 + "\nDice 3: " + dice3);
                     if((dice1 == dice2 && dice2 == dice3)) {
                         JOptionPane.showMessageDialog(null, "All three of your dice are a match", "WINNER",
54
55
                                  JOptionPane. INFORMATION MESSAGE);
56
                          if(gamble) {
57
                              JOptionPane.showMessageDialog(null, "You tripled your bet!", "WINNER",
58
                                       JOptionPane. INFORMATION MESSAGE);
59
                              money = money + (bet * 3);
60
                         1
61
                     else if(dice1 == dice2 || dice2 == dice3 || dice3 == dice1) {
62
63
                         JOptionPane.showMessageDialog(null, "Two of your dice are a match!", "WINNER",
                                  JOptionPane. INFORMATION MESSAGE);
64
65
                          if(gamble) {
                              JOptionPane.showMessageDialog(null, "You doubled your bet!", "WINNER",
66
67
                                       JOptionPane. INFORMATION MESSAGE);
68
                              money = money + (bet * 2);
69
                         1
                     else {
72
                          JOptionPane.showMessageDialog(null, "Better luck next time", "Loser",
73
                                  JOptionPane.ERROR MESSAGE):
74
                         if(gamble) {
75
                              JOptionPane.showMessageDialog(null, "You lost your bet", "Loser",
```

```
76
77
78
79
                                     JOptionPane.ERROR MESSAGE);
                             money -= bet;
                         }
                     }
81
82
83
84
85
86
87
88
89
90
                     if(money > 0) {
                         selection = JOptionPane.showConfirmDialog(null, "Would you lke to play the die game again?",
                                 "Dice Game Begin 2", JOptionPane.YES_NO_OPTION, JOptionPane.QUESTION_MESSAGE);
                         gameLoop = (selection == JOptionPane.YES OPTION);
                     else {
                         JOptionPane showMessageDialog(null, "You're all out of money:(\nSee you next time!", "Bankrupt",
                                 JOptionPane. ERROR MESSAGE);
                }
            1
92
            else {
93
                JOptionPane.showMessageDialog(null, "Have a good day!");
94
95
97 }
```





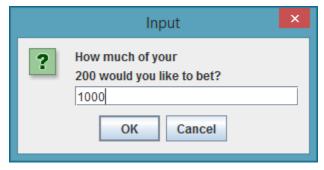


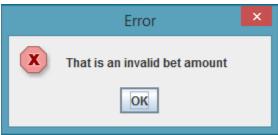




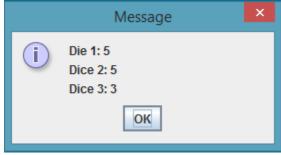








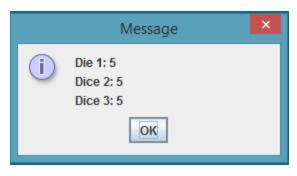






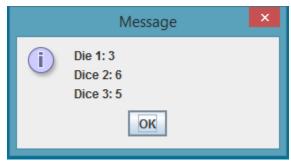
















See you next time!

OK