**Program Four**

**(10 points)**

I. Due  
Wed, Oct 2nd, at 7pm.

II. Objectives

1. To learn how to implement .java & .class
2. To use Random class.

III. References

1. Chapter 5
2. Websites: Java API’s

IV. Software Required

1. Java JDK
2. Win Zip (any version will do)

V. Assignment

1. Complete ***Craps Game Modification*** exercise 5.33 in the book on page 191.
2. Please output the following to the console window.

**Thank you for using the Casino application.**

**Time of calculation is <current date and time>**

1. “ZIP” the entire program (the\_\_.java file, the \_\_\_.class). Please name the file **program4.zip**.
2. Lastly, upload your program5.zip file to Canvas for grading.

VI. Reminder

Include the last instruction to stop the program. Be sure to add the following line:

System.exit(0);

All Classes are to be properly commented with your full name as author.

VII. Deliverables

1. Electronic:   
   Your zip-file must be submitted to Canvas before the due date.