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#####
#####      EXERCISE #3 FOR LOOPS      #####
#####
#####      SIMULATE THE GAME OF CRAPS      #####
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# The game of craps is played as follows. First,
# you roll two six-sided dice; let x be the sum of
# the dice on the first roll. If  $x = 7$  or 11 you
# win, otherwise you keep rolling until either you
# get x again, in which case you also win, or
# until you get a 7 or 11, in which case you lose.
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# Write a program to simulate a game of craps. You
# can use the following snippet of code to simulate
# the roll of two (fair) dice:
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# x <- sum(ceiling(6*runif(2)))
```