```cpp
 8
 9  #include <iostream>
10  #include <stdlib.h>
11  #include <ctime>
12
13  using namespace std;
14
15  int rollDice();
16  int reaction();
17  int Bankbalance = 1000;
18  int main() {
19      int wager=0, point=0;
20      srand (time(0));
21      enum Status { Continue, Win, Lose };
22      Status gamestatus;
23      cout << "please enter a wager : (<1000)";
24      cin >> wager;
25      while ( wager > 1000) {
26          cout << "please reenter a wager : (<1000)";
27          cin >> wager;
28      }
29      while ( Bankbalance!= 0 && Bankbalance > 0 ) {
30      int sumofdice = rollDice();
31      switch ( sumofdice ) {
32          case 7:
33          case 11:
34              gamestatus = Win;
35              break;
36          case 2:
37          case 3:
38          case 12:
39              gamestatus = Lose;
40              break;
41          default:
42              gamestatus = Continue;
43              break;
44              point = sumofdice;
45              break;
46      }
47      while ( gamestatus = Continue ) {
48          int sumofdice = rollDice();
49          if ( sumofdice == point )
50              gamestatus = Win;
51          else if ( sumofdice == 7 )
52              gamestatus = Lose;
53      }
54      if ( gamestatus == Win ) {
55          cout << "Player wins" << endl;
56          Bankbalance += wager;
57          cout << Bankbalance <<endl;
58          cout << reaction();
59      }
60          else{
61              cout << "Player loses" << endl;

62              Bankbalance -= wager;
63              cout << Bankbalance <<endl;
64              cout << reaction();
65          }
66      }
67  }
68
69  int rollDice() {
70      int dice1 = 1 + rand ()%6;
71      int dice2 = 1 + rand ()%6;
72      int sum = dice1 + dice2;
73      cout << sum <<endl;
74      return sum;
75  }
76  int reaction() {
77      if ( Bankbalance == 0)
78          cout << "Sorry, you busted!";
79      else if ( Bankbalance < 0)
80          cout << "Oh you're going for broke!";
81      else if ( Bankbalance > 0 && Bankbalance < 500)
82              cout << "keep going dude!";
83      else if ( Bankbalance >= 500 && Bankbalance < 1000)
84                  cout << "you are almost there!";
85      else if ( Bankbalance >= 1000)
86              cout << "Now it's time to cash in your chips!";
87      cout <<endl;
88      return 0;
89  }
90
91
```