```java
/*
Name: Zainulabdin Bughio
ICS4UA.3
Code name: island dice game
*/
import java.util.Scanner;
import java.util.Random;
class Main {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        Random random = new Random();

        System.out.println("let's start the island dice game");
        int credits = 1000;
        System.out.println("your current credits are " + credits);

        int risk = 0;
        int sum = 0;
        String highorlow = "";//making a few variables to be used

        while(credits != 0) {//runs only if the credits not zero
            int dice1 = random.nextInt(6) + 1;//the two dices being randomized from 1 to 6
            int dice2 = random.nextInt(6) + 1;

            System.out.println("enter the amount of credits you want to risk");
            risk = scanner.nextInt();
            scanner.nextLine();//clears the scanner for next use

            if(risk > credits) {//can't bet what you do not have
                System.out.println("the amount of credits you risk is greater than what you have");
                continue;
            }

            sum = dice1 + dice2;
            System.out.println("will the dice roll be high or low");
            highorlow = scanner.nextLine().toUpperCase();//makes it uppercase to make it flexable

            if(sum == 7){//poor player loses no matter what if its 7
                credits -= risk;
                System.out.println("you lost, your credits are " + credits);
            }else if(highorlow.contains("HIGH")) {//conditions for high
                if(sum >= 8){
                    credits += risk * 2;
                    System.out.println("you won, your shells are " + credits);
```

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        }else if (sum <= 6){
            credits -= risk;
            System.out.println("you lost, your credits are " + credits);
        }
    }

    if(highorlow.contains("LOW")){//conditions for low
        if (sum <= 6) {
            credits += risk * 2;
            System.out.println("you won, your shells are " + credits);
        }else if (sum >= 8){
            credits -= risk;
            System.out.println("you lost, your credits are " + credits);
        }
    }

    if(credits == 0){
        System.out.println("you are out of credits, game over");
    }
    }
}
}


/*
Name: Zainulabdin Bughio
ICS4UA.3
Code name: Game of NIM
*/
import java.util.Scanner;
import java.util.Random;
class Main {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        Random random = new Random();
        int stones = random.nextInt(16)+15;
        int comp = 0;
        int player= 0;
        System.out.println("lets play the game of NIM");//instructions
        System.out.println("you will pick stones out of 3 and the person forced to pick the last stone
loses");
        System.out.println("you and the computer will anternatively take turns");
        System.out.println("the amount of stones is " + stones);
        while(stones!=0){//while the stones are not zero
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        System.out.println("enter the amount of stones you wish to take");
        player = scanner.nextInt();
        if(player > 3 || player> stones){//player can not take more than 3 stones or if only 3
stones remain then they can not take more than that many stones
            System.out.println("you are taking too many stones");
            System.out.println("you can not take more than 3 stones or more than what's left");
            continue;
        }
        stones -=player;
        if(stones ==0){//if the stones equal zero after the player's turn
            System.out.println("you lost because you picked the last stone");
            break;
        }else{
            System.out.println("the amount of stones left is " + stones);
        }
        comp = random.nextInt(3) + 1;//picks between 1 to 3
        while(comp>stones){//to make sure that the computer does not take more stones then
what is left
            comp = random.nextInt(3) + 1;
        }

        System.out.println("the computer took " + comp + " stones");
        stones -= comp;
        if(stones ==0){//if the stones equal zero after the computer's turn
            System.out.println("the computer lost");
            break;
        }else{
        System.out.println("amount of stones left is " + stones);

    }
    }
  }
}
```