Snake Eyes Submission

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import java.util.Random;

int roll = 1;

int dice1;

int dice2;

int distance;

boolean snakeEyes = false;

Random num = new Random();

int getDice1()

{

int dice1 = num.nextInt(6);

dice1 += 1;

return dice1;

}

int getDice2()

{

int dice2 = num.nextInt(6);

dice2 += 1;

return dice2;

}

int getDistance()

{

distance = (dice1 - 1) + (dice2 - 1);

return distance;

}

void setup()

{

print("Rolls ", "Dice 1 ", "Dice 2 ", "Distance ", "\n");

while (!snakeEyes)

{

dice1 = getDice1();

dice2 = getDice2();

distance = getDistance();

if (dice1 != 1 || dice2 != 1)

{

print(String.format(

" %2d %d %d %d+%d=%2d\n",

roll, dice1, dice2, (dice1-1), (dice2-1), distance)

);

roll++;

} else {

print(String.format(

" %2d %d %d SNAKE EYES!\n",

roll, dice1, dice2)

);

snakeEyesShown = true;

}

}

}