

PROGRAMMING CONSTRUCTS

DESIGN AND IMPLEMENTATION OF PROGRAMMING LANGUAGES

**MACHINE EXERCISE:
LISP FUNCTION DEFINITION &
CONDITIONALS**

Specifications

- The game Cee-lo (derived from 四五六 or Sì-Wǔ-Liù) is a gambling game encompassing multiple rounds wherein players bet money each round and take turns rolling three dice. It has several variants, but the basic winner-takes-all Cee-lo game follows the rules below:
 - If a player gets a 4-5-6, the player automatically wins that particular round.
 - If a player gets a 1-2-3, the player automatically loses that particular round.
 - Else, the player's score is based on the combination he/she obtained and its value
 - If a player gets three equal dice (**trip**), his/her score is based on the value of the number
 - If a player gets a pair of equal dice, the different die is his/her score (this combination is called a **point**).
 - Trips beat points regardless of score value
 - All other combinations are ignored (the player is prompted to reroll)

Specifications

- Create an input-less function named CEELO that simulates one dice roll for this game and outputs the player's combination, combination type, and score