Game of Pig

The game of Pig is a simple two-player dice game in which the first player to reach 100 or more points wins.

How to play:

Players take turns rolling one six-sided dice and following these rules:

1. If the player rolls 2 through 6, then he/she can either
   a. "Roll Again" or
   b. "Hold" At this point, the sum of all rolls is added to the player's score, and it becomes the other player's turn.
2. If the player rolls 1 before he/she decides to stop rolling, the player scores 0 for that round and it's the other player's turn.

Write a program that plays the game of Pig, where one player is a human and the other is the computer or both players are human. Your program should have a GUI interface.

At the beginning or after each game, the player should be able choose either "start a new game" or "look up history records".

If the user selects "Look up History Records", he/she/they will see a list of all games played on that machine so far, with four columns:

- Game result: win or lose
- Date and time
- Total points
- Who is the player

The list can be sorted in different ways based on the column title clicked.

The program will also display the total wins of each user. (using Java Stream)

See the example below:

Name	Date	Score	Win or Lose	
Jing	2020-05-11...	74	lose	
Mark	2020-05-11...	101	Win	
Jing	2020-05-11...	34	lose	
Mark	2020-05-11...	103	Win	
Jing	2020-05-12...	56	lose	
Mark	2020-05-12...	102	Win	
Jing	2020-05-12...	100	Win	
Mark	2020-05-12...	36	lose	
Jing	2020-05-13...	53	lose	
Mark	2020-05-13...	30	lose	
Jing	2020-05-13...	50	lose	
Mark	2020-05-13...	9	lose	

Mark has 27 wins.

Jing has 27 wins.