```cpp
// Ch 6_DiceGame_RandumNumber.cpp : Defines the entry point
// for the console application.

#include "stdafx.h"
#include <iostream>
#include <cstdlib>
#include <ctime>
using namespace std;

unsigned int rollDice(); //function prototype

int main() {

     // scoped enumerations with constants that represent the game status
     enum class Status{CONTINUE, WON, LOST};

     //randomize random number generator using current time(seed)
     srand(static_cast <unsigned int>(time(0)));

     unsigned int myPoint{ 0 }; // point if no win or loss on first roll
     Status gameStatus;
     unsigned int sumOfDice{ rollDice() }; // first roll of the dice

     // determain game status and point (if needed) based on the first roll
     switch (sumOfDice) {

     case 7: // win with 7 on first roll
     case 11: // win with 11 on first roll
          gameStatus = Status::WON;
          break;
     case 2:   // crap out
     case 3:
     case 12:
          gameStatus = Status::LOST;
          break;
     default: // did not win or loose, so remember point
          gameStatus = Status::CONTINUE; // game is not over
          myPoint = sumOfDice; // remember the point
          cout << "Point is: " << myPoint << endl;
          break; // optional at end of switch
     }

     // while game is not complete
     while (Status::CONTINUE == gameStatus) { // not WON or LOST
          sumOfDice = rollDice();// roll dice again

          if (sumOfDice == myPoint) { // win by making point
               gameStatus = Status::WON;
          }
          else {
               if (sumOfDice == 7) { // lose by rolling 7 before point
                    gameStatus = Status::LOST;
               }
          }
     }

     if (Status::WON == gameStatus) {
          cout << "You Win! " << endl;
     }
     else {
          cout << "Sorry, You Loose" << endl;
     }

     system("pause");
    return 0;
}

// rolldice, calculate sum and display results
unsigned int rollDice() {
     int die1{ 1 + rand() % 6 };
     int die2{ 1 + rand() % 6 };
     int sum{ die1 + die2 };

     // display results of this roll
     cout << "Player rolled " << die1 << " + " << die2
          << " = " << sum << endl;
     return sum;
}
```