

```
package lala;
```

```
import java.util.Random;
```

```
import java.util.Scanner;
```

```
public class Dice {
```

```
    public static void main(String[] args) {
```

```
        // TODO Auto-generated method stub
```

```
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```

```
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```

```
        Scanner scan = new Scanner(System.in);
```

```
        //import scanner
```

```
        Random generator = new Random();
```

```
        //create Random
```

```
        object for rolling dice
```

```
        int player1=0;
```

```
        int player2=0;
```

```
        //initializing players
```

```
        int player3=0;
```

```
        boolean gameover = false;
```

```
        //gameover initialized to
```

```
        false,
```

```
        //means game continues until gameover is
```

```
        true
```

```
        while(!gameover) {
```

```
            do {
```

```
            //game continues until one player
```

```
            reach 15
```

```

        int dice1 =generator.nextInt(6)+1;           //first roll 1 to 6
        int dice2 =generator.nextInt(6)+1;           //second roll 1
to 6

        player1 +=dice1 + dice2;                     //player1 total score

        System.out.println("player 1 rolls a "+dice1+" and a "+dice2);
        System.out.println("player 1 now has "+player1);
//printing player1 total rolls and score

        if(player1 >= 15)
        {
                gameover= true;                       // if player1
reached or passed 15 stop the game
                break;
        }

        if(dice1 != dice2)                             //if player1 rolls doubles
he will roll again

                //otherwise, his turn ends

                break;
        }

        while(true);

        if(gameover)                                   // if player2 reached or passed
15 stop the game

                break;

```

```

do { //game continues until one player
reach 15
    int dice1 = generator.nextInt(6)+1; //first roll 1 to 6
    int dice2 = generator.nextInt(6)+1; //second roll 1 to
6
    player2 +=dice1 + dice2; //player2 total score

    System.out.println("player 2 rolls a "+dice1+" and a "+dice2);
    System.out.println("player 2 now has "+player2);
//printing player2 total rolls and score

    if(player2 >= 15)
    {
        gameover= true;
        break; // if player2 reached or
passed 15 stop the game
    }

    if(dice1 != dice2)
        break; //if player2 rolls doubles
he will roll again
    }

while(true);

if(gameover)

```

```

        break;

//game continues until one
player reach 15

do {
    int dice1 = generator.nextInt(6)+1;    //first roll 1 to 6
    int dice2 = generator.nextInt(6)+1;    //second roll 1
to 6

    player3 +=dice1 + dice2;                //player3 total
score

    System.out.println("player 3 rolls a "+dice1+" and a
"+dice2);

    System.out.println("player 3 now has "+player3);
//printing player3 total rolls and score

    if(player3 >= 15)
    {
        gameover= true;                    // if player3
reached or passed 15 stop the game

        break;
    }

    if(dice1 != dice2)                        //if player3 rolls
doubles he will roll again

        break;
    }

```

```

        while(true);

                                if(gameover)                                //game continues
until one player reach 15

                                break;

                                }

                                //determine who won,who got second and
who got third,

                                int first= Math.max(player1,Math.max (player2, player3));    //using
math.max, math.min to finding highest and lowest scores,

                                int third= Math.min(player1,Math.min(player2, player3));    //subtracting highest
and lowest from total to get middle value,

                                int second= player1 + player2 + player3 -(first + third);    //which is secoond place


                                if(player1 == first)                                //compares each player's score to the first
score,

                                //then prints which one matches

                                System.out.println("player1 wins the first place with a total of
"+player1);

                                if(player2 == first)

                                System.out.println("player2 wins the first place with a total of
"+player2);

                                if(player3 == first)

```

```
        System.out.println("player3 wins the first place with a total of " +  
player3);
```

```
    if(first != second) {
```

```
        if(player1 == second)                //compares each player's score to  
the second score,
```

```
            //then prints which one matches
```

```
            System.out.println("player1 wins the second place with a total  
of "+player1);
```

```
        if(player2 == second)
```

```
            System.out.println("player2 wins the second place with a total  
of "+player2);
```

```
        if(player3 == second)
```

```
            System.out.println("player3 wins the second place with a total  
of "+player3);} 
```

```
    if(first != third && second != third) {
```

```
        if(player1 == third)                //compares each player's score  
to the first score,
```

```
            //then prints which one matches
```

```
            System.out.println("player1 wins the third place with the total of  
"+player1);
```

```
        if(player2 == third)
        System.out.println("player2 wins the third place with a total of
"+player2);

        if (player3 == third)
        System.out.println("player3 wins the third place with a total of
"+player3);}

    }

}
```