

CASINO DICE ROLLER

Objective: Enumerations

Task: Create an application that simulates dice rolling.

What will the application do?

- The application asks the user to enter the number of sides for a pair of dice.
- The application prompts the user to roll the dice.
- The application “rolls” two n-sided dice, displaying the results of each along with a total
- For 6-sided dice, the application recognizes the following dice combinations and displays a message for each. It should not output this for any other size of dice.
 - Snake Eyes: Two 1s
 - Ace Deuce: A 1 and 2
 - Box Cars: Two 6s
 - Win: A total of 7 or 11
 - Craps: A total of 2, 3, or 12 (will also generate another message!)
- The application asks the user if he/she wants to roll the dice again.

Build Specifications:

1. Use a static method to generate the random numbers.
 - a. Proper method header: 2 points
 - b. Program generates random numbers validly and with an even distribution (all numbers represented equally) within the user-specified range: 1 point
 - c. Method returns meaningful value of proper type: 1 point
2. Use a static method to implement output for different dice combinations
 - a. Proper method header: 2 points
 - b. Method recognizes all specified cases correctly: 1 point
 - c. Method displays properly to Console: 1 point
3. Application takes all user input correctly: 1 point
4. Application loops properly: 1 point

Hints:

- Use the Random class to generate a random number.
- Create only one instance of the Random class.

Extra Challenges:

- Use the DiceRollerApp class to display special messages for craps, snake eyes, and box cars.



Console Preview:

```
Welcome to the Grand Circus Casino!  
How many sides should each die have?  {6}  
  
Roll 1:  
You rolled a 2 and a 5 (7 total)  
Win!  
  
Roll again? (y/n): {y}  
Roll 2:  
You rolled a 6 and a 6 (12 total)  
Boxcars  
Craps!  
  
Roll again? (y/n): {y}  
Roll 2:  
You rolled a 3 and a 5 (8 total)  
  
Roll again? (y/n): {n}  
Thanks for playing!!
```

