**Web Application Development With Java Lab 2**

**The JSF Casino**

Create a web site that allows a visitor to play one of three gambling games.

**Pass Line**

In this game you roll the dice (called the come-out roll) and look at the total. If this total is equal to 7 or 11, then you win the amount of the bet. If the total is equal to 2, 3 or 12, then you lose the bet. Any other total of the dice becomes the "point", and you continue to roll the dice until you either (a) roll the point total again, in which case you win the amount of the bet, or (b) roll a total of 7, in which case you lose the amount of the bet. If the total of the dice is not 7 and not equal to the point, then you roll again, and continue to roll, until either condition (a) or (b) is met. Once the point has been determined, it does not change for subsequent rolls of the dice.

**Field Bet**

In this game you roll the dice just once. If this total is 3, 4, 9, 10 or 11, then you win the amount of the bet. If the total is 2, then you win double the bet. If this total is 12, then you win triple the bet. For any other total of the dice (5, 6, 7, or 8), you lose the amount of the bet.

**Any 7**

In this game you roll the dice just once. If this total is equal to 7, then you win quadruple the bet. For any other total of the dice, you lose the amount of the bet.

To play the game you will need to set the initial value of the bank roll. The bankroll can be set only once per session. A player can choose which game to play and the amount of a bet. To play the game means to roll the dice and decide if a winning or losing condition has occurred. Show the value of the two die and if the game is Pass Line then also show the point. After a game concludes you will show the current state of the bank roll. The game ends when either the player ends the program or their bank roll balance falls to zero.

The game must be playable in both official languages, English and French. The player may select the language they wish to play in. This means that i18n bundles must be used. Display the rules for the game on the game page.

Be sure to test the program thoroughly, including all possible error conditions that can occur, such as betting too much money or making a negative or non-integer bet. Display why a user wins or loses such as showing the results of winning on the come-out roll, losing on the come-out roll, winning by making the point, losing by failing to make the point, winning the field bet, losing the field bet, winning any 7, and losing any 7

Your solution must consist of classes that work together. Create a class for each game, a class that manages the money and a class for rolling the dice. These classes are managed by backing beans to the JSF xhtml pages that present the games in the web browser. There should be a welcome page where a player picks his game and then a different page for each game. The welcome page also will include the current value of the bankroll.