import java.util.Scanner;

public class FourPlayerDiceGame {

public static void main(String[] args) {

Scanner scanner = new Scanner(System.in);

System.out.println("Welcome to the Four Player Dice Game!");

int rounds;

do {

System.out.print("Enter the number of rounds: ");

rounds = scanner.nextInt();

} while (rounds <= 0);

int[] scores = new int[4];

for (int round = 1; round <= rounds; round++) {

System.out.println("\nRound " + round + ":");

for (int player = 0; player < 4; player++) {

int roll = rollDice();

scores[player] += roll;

System.out.println("Player " + (player + 1) + " rolled: " + roll);

}

}

System.out.println("\nGame Over!");

int maxScore = 0;

int winner = 0;

for (int i = 0; i < 4; i++) {

System.out.println("Player " + (i + 1) + " score: " + scores[i]);

if (scores[i] > maxScore) {

maxScore = scores[i];

winner = i + 1;

} else if (scores[i] == maxScore) {

winner = 0; // Indicates a tie

}

}

if (winner != 0) {

System.out.println("Player " + winner + " wins!");

} else {

System.out.println("It's a tie!");

}

scanner.close();

}

public static int rollDice() {

return (int) (Math.random() \* 6) + 1;

}

}