# Add score logic

The rules of the game are that when we roll triples, we will score points. 100 for triple ones, 200 for triple twos, and so on. For doubles, we will score 50 points. For anything else, we won't score anything, but we'll want to display it a message to encourage another roll. Using a conditional statement with logical operators, we can build the scoring logic for our game. It will start with an if statement. Open the main activity.java file for the project. We're going to create a custom message to display in our roll result in our conditional.

Go down to the roll dice method. Locate the string msg. We're going to create a custom message to display in our roll result in our conditional, so let's remove the existing message that we currently display, and we'll just define a new string. Then, we can create our if statement. Inside, we want to test if the three dice are equal to each other. We can determine that by finding if the first die is equal to the second, and if the first die is also equal to the third.

If that's true, then we scored triples. The amount we want to change the score, or the score delta, we can set as an integer. And we can set the equal to the value of the die times 100. We can then build the string we want to display in our game. We can say that message is equal to you rolled a triple, and then add in the number. You scored and then pass in the score delta. Then we'll take the delta and add it to the total score.

Now, if they didn't roll a triple, they might still have rolled a double. So we can use an else if statement to test a second conditional. In this one, we'll ask if the first die is equal to the second die, or if the first die is equal to the third die, or if the second die is equal to the third die. If this condition is true, then they scored a double. We can build our message and then increase the overall score by 50 points.

So we'll set message equal to you rolled doubles for 50 points. Then we'll set score to plus equal 50. If neither of these conditions are true, they won't score any points, but we can use an else statement and create a new message to tell them to try again. We'll set message to be you didn't score this roll. Try again. That's the meat of our scoring logic. Now we need to update the text views in our game. We already update the roll result, we now just need to update the score text text view.

So we will create a new line after the set text method for roll result and we'll set score text, set text, to score colon space and then we'll add in the new score. That should be it. Let's go ahead and run the app and see how it works. As you continue to roll, you'll get a message that tells you what combinations you rolled, or didn't, and then you'll see the score update at the bottom of the app.