Craps Simulator
CrapsGame.shooter_rolls method (with code line #s)

Lay Odds Parameter

`self.odds_on[0]`

Default is False. Function update_odds_for_next_throw sets Odds within CrapsGame class based on consec_rolls or prior win/loss

1 Lay/Remove Odds on Come/Don't Come Bets from prior shooter_rolls()

```
58    self.place_or_remove_come_bet_odds(self.odds_on[0], right_way)
```

2 Make Opening Bets. Print Betting Positions*

```
65, 67    self.make_pass_line_bet(), self.make_dp_line_bet()
```

3 Throw Opening Roll

```
76    opening_throw = craps_methods.rollDie() + craps_methods.rollDie()
```

4 Pay Bets Based on Opening Throw

```
93-96    self.pay_pass_line_bet(…), self.pay_dp_line_bet(…), self.pay_come_bets(…), self.pay_dc_bets(…)
```

if opening_throw in (7,11, 2,3,12) → **10**

if opening_throw in (4, 5, 6, 8, 9, 10)

5 Point Established

```
102    point = opening_throw
```

6 Make Bets, Lay/Remove Odds. Print Betting Positions*

```
119-129  self.make_come/dc_bet(), self.place_or_remove_come/pass_bet_odds (self.odds_on[0], right_way)
```

7 Throw Dice

```
139    throw = craps_methods.rollDie() + craps_methods.rollDie()
```

8 Pay Bets Based on Current Throw

```
160-170    self.pay_pass_line_bet(…), self.pay_dp_line_bet(…), self.pay_come_bets(…), self.pay_dc_bets(…)
```

if throw = 7 or point → **10**

if throw in (2, 3, 12; non-point: 4, 5, 6, 8, 9, 10)

9 Print Come Line Win/Loss*

```
191    print ('--------- Come Line / Don\'t Come Line Update ---------')
```

10 Update Ending Statistics. Print Ending Positions*

```
201-208  self.pay_pass_line_bet(), self.pay_dp_line_bet(), self.pay_come_bets(), self.pay_dc_bets()
```

if print_results = True