```
1   /*-------------------------------------------------------------------------------------------------------
2    * Author:      Dan Cassidy
3    * Date:        2015-07-25
4    * Assignment:  HW6-3
5    * Source File: Craps.java
6    * Language:    Java
7    * Course:      CSCI-C 490, Android Programming, MoWe 08:00
8   -------------------------------------------------------------------------------------------------------*/
9   package dancassidy.craps;
10
11  import java.util.Random;
12
13  /**
14   * Simple craps game implementation.
15   *
16   * @author Dan Cassidy
17   */
18  public class Craps {
19      public static enum Status {
20          ONGOING,
21          WIN,
22          LOSE
23      }
24
25      private int pointRoll1 = 0;
26      private int pointRoll2 = 0;
27      private int auxRoll1 = 0;
28      private int auxRoll2 = 0;
29      private Status gameStatus = Status.ONGOING;
30
31      private static Random generator = new Random();
32
33      // BEGIN GETTERS -->
34      public int getPointRoll1() {
35          return pointRoll1;
36      }
37
38      public int getPointRoll2() {
39          return pointRoll2;
40      }
41
42      public int getPoint() {
43          return pointRoll1 + pointRoll2;
44      }
45
46      public int getAuxRoll1() {
47          return auxRoll1;
48      }
49
50      public int getAuxRoll2() {
51          return auxRoll2;
52      }
53
54      public Status getGameStatus() {
55          return gameStatus;
56      }
57      // <-- END GETTERS
58
59      /**
60       * Roll the appropriate set of die and handle the results.
```

```
61        */
62       public void roll() {
63           if (gameStatus != Status.ONGOING)
64               return;
65
66           // Assign rolls to their respective variables, then check the results and set the game
67           // status accordingly.
68           if (pointRoll1 == 0) {
69               pointRoll1 = generator.nextInt(6) + 1;
70               pointRoll2 = generator.nextInt(6) + 1;
71
72               switch (pointRoll1 + pointRoll2) {
73                   case 7:
74                   case 11:
75                       gameStatus = Status.WIN;
76                       break;
77
78                   case 2:
79                   case 3:
80                   case 12:
81                       gameStatus = Status.LOSE;
82                       break;
83               }
84           }
85           else {
86               auxRoll1 = generator.nextInt(6) + 1;
87               auxRoll2 = generator.nextInt(6) + 1;
88
89               switch (auxRoll1 + auxRoll2) {
90                   case 7:
91                       gameStatus = Status.LOSE;
92                       break;
93
94                   default:
95                       if (pointRoll1 + pointRoll2 == auxRoll1 + auxRoll2)
96                           gameStatus = Status.WIN;
97                       break;
98               }
99           }
100      }
101
102      /**
103       * Reset the game to its default state.
104       */
105      public void reset() {
106          pointRoll1 = 0;
107          pointRoll2 = 0;
108          auxRoll1 = 0;
109          auxRoll2 = 0;
110          gameStatus = Status.ONGOING;
111      }
112  }
113
```