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1  let player1 = {name:'p1', score:[], result:[],wincount:0}; //OBJECT ชื่อ
   Player1 เก็บค่าต่าง ๆ
2  let player2 = {name:'p2', score:[], result:[],wincount:0}; //OBJECT ชื่อ
   Player2 เก็บค่าต่าง ๆ
3  let winner;
4  const DIE = 6;
5  let dice = {roll:function(player){return Math.floor(Math.random()*DIE
   )+1}}; //OBJECT ชื่อ dice เก็บ FUNCTION ชื่อ roll ไว้สุ่มเลข 1-6
6
7  function diceGame(p1name,p2name,round){
8    player1 = new Object(player1) //สร้าง Object ชื่อ player1
9    player1.name = p1name;
10   player1.wincount=0;
11   player2 = new Object(player2) //สร้าง Object ชื่อ player2
12   player2.name = p2name;
13   player2.wincount=0;
14   let count=0;
15
16   //roll a dice,loop for round
17   //loop ธรรมดาคนแพ้คนชนะจากที่สุ่มได้ คนชนะ + แต้มเก็บไว้ใน wincount
18   for(count;count<round;count++){
19
20     player1.score[count]=dice.roll(player1)
21
22     player2.score[count]=dice.roll(player2)
23
24     if(player1.score[count]>player2.score[count]){
25       player1.result[count]='Win';
26       player1.wincount++;
27       player2.result[count]='Lose';
28     }
29     else if(player1.score[count]<player2.score[count]){
30       player1.result[count]='Lose';
31       player2.result[count]='Win';
32       player2.wincount++;
33     }
34     else if(player1.score[count]==player2.score[count]){
35       player1.result[count]='Draw';
36       player2.result[count]='Draw';
37     }
38
39   }
40
41   //winner
42   //wincount เยอะสุดชนะ

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43   if(player1.wincount>player2.wincount){return winner=player1.name}
44   else if(player1.wincount<player2.wincount){return winner=player2.
    name}
45   else if(player1.wincount==player2.wincount){return winner='No
    winner, the game is Draw'}
46
47 }
48
49 diceGame('Alice','Bob',2)
50 console.log(player1)
51 console.log(player2)
52 console.log('Winner : '+ winner)
53 console.log('-----')
54 diceGame('Carls','Peter',3)
55 console.log(player1)
56 console.log(player2)
57 console.log('Winner : '+ winner)
58 console.log('-----')
59 diceGame('Henry','Richard',4)
60 console.log(player1)
61 console.log(player2)
62 console.log('Winner : '+ winner)
63 console.log('-----')
64
```