

Outline of Craps

- (1) **Welcome** Write the code welcoming the user to the game.
(2) **Rules?** Write the code asking if the user would like to view the rules.

(4) While loop to prevent entering an invalid bet

(3) **Bet** Write the code that asks for a bet to be entered. The bet cannot be greater than the amount of the user's cash and the bet cannot be less than 1

(5) **Roll Dice** Write the code to randomly generate two numbers from 1 to 6
Display the total of the two numbers

(6) **Check Roll** Write code to check the value of the roll
(6.1) if the roll is 7 or 11

- Add the bet to the user's cash
- Declare the user to have won the game
- Display the user's new cash balance

(6.2) else if the roll is 2, 3 or 12

- Subtract the bet from the user's cash
- Declare the user to have lost the game
- Display the user's new cash balance

(6.3) else

- Declare the game to be unfinished
- Write the code to randomly generate two numbers from 1 to 6
- Display the value of the roll
- If the new roll is 7
 - Subtract the bet from the user's cash
 - Declare the user to have lost the game
 - Display the user's new cash balance
- Else If the new roll equals the original roll
 - Add the bet to the user's cash
 - Declare the user to have won the game
 - Display the user's new cash balance

(6.4) While loop to continue rolling until the user either wins or loses the game

(7) **Play Again?** write the code that allows the user to either play again or quit.

(8) While loop that continues the game while the user chooses to play or until the user has no cash.