

'Aaron Pavao  
'09 October 2013  
'Craps  
'The user plays craps, and the game keeps score.  
'Ana Ng and I are getting old but we still haven't walked in the glow of each other's majestic presence.

```
Public Class frmCraps
    Private booFirst As Boolean      'true for first roll, false for subsequent rolls
    Private intPoint As Integer     'the point value
    Private intWins As Integer      'number of wins
    Private intLosses As Integer    'number of losses

    Private Sub btnRoll_Click(sender As Object, e As EventArgs) Handles btnRoll.Click
        'roll the dice
        'if booFirst then
        '    firstRoll stuff
        '    if 7, 11
        '        win
        '    else
        '        if 2, 3, 12 then
        '            lose
        '        else
        '            point
        'else
        '    subsequent roll stuff
        '    if 7 then lose
        '    if point then win
        '    else nuffin'

        Dim intDie1 As Integer, intDie2 As Integer
        Dim intRoll As Integer

        intDie1 = Int(Rnd() * 6) + 1
        intDie2 = Int(Rnd() * 6) + 1
        lblDie1.Text = intDie1
        lblDie2.Text = intDie2

        intRoll = intDie1 + intDie2
        lblRoll.Text = intRoll

        If booFirst Then                'first roll
            If intRoll = 7 Or intRoll = 11 Then
                intWins = intWins + 1
                lblWins.Text = intWins
                MsgBox("You win!", , "WINNER")
                booFirst = True
            Else
                If intRoll = 2 Or intRoll = 3 Or intRoll = 12 Then
                    intLosses = intLosses + 1
                    lblLosses.Text = intLosses
                    MsgBox("You lose!", , "LOSER")
                    booFirst = True
                Else
                    intPoint = intRoll
                    lblPoint.Text = intPoint
                    lblPoint.Visible = True
                    lblPointLabel.Visible = True
                    booFirst = False
                End If
            End If
        Else                            'subsequent roll
            If intRoll = 7 Then
                intLosses = intLosses + 1
                lblLosses.Text = intLosses
                MsgBox("You lose!", , "LOSER")
                booFirst = True
                lblPoint.Visible = False
                lblPointLabel.Visible = False
            End If
        End If
    End Sub
End Class
```

```
End If
If intRoll = intPoint Then
    intWins = intWins + 1
    lblWins.Text = intWins
    MsgBox("You win!", , "WINNER")
    booFirst = True
    lblPoint.Visible = False
    lblPointLabel.Visible = False
End If
End If
```

```
End Sub
```

```
Private Sub frmCraps_Load(sender As Object, e As EventArgs) Handles MyBase.Load
```

```
    Randomize()
    booFirst = True
    lblPointLabel.Visible = False
    lblPoint.Visible = False
```

```
End Sub
```

```
End Class
```

