```
/* Craps Game
this is a sample file  */

#include <iostream.hxx>
#include <stdlib.h>
#include <time.h>

int rollDice( void );  // function prototype

int main()
{
   enum Status { CONTINUE, WON, LOST };
   int sum, myPoint;
   Status gameStatus;

   srand( time( NULL ) );
   sum = rollDice();                 // first roll of the dice

   switch ( sum ) {
      case 7:
          case 11:                    // win on first roll
         gameStatus = WON;
         break;
      case 2:
           case 3:
           case 12:                   // lose on first roll
         gameStatus = LOST;
         break;
      default:                      // remember point
         gameStatus = CONTINUE;
         myPoint = sum;
         cout << "Point is " << myPoint << endl;
         break;                 // optional
   }

   while ( gameStatus == CONTINUE ) {    // keep rolling
      sum = rollDice();

      if ( sum == myPoint )       // win by making point
         gameStatus = WON;
      else
         if ( sum == 7 )          // lose by rolling 7
            gameStatus = LOST;
   }

   if ( gameStatus == WON )
      cout << "Player wins" << endl;
   else
      cout << "Player loses" << endl;

   return 0;
}

int rollDice( void )
{
   int die1, die2, workSum;

   die1 = 1 + rand() % 6;
   die2 = 1 + rand() % 6;
   workSum = die1 + die2;
   cout << "Player rolled " << die1 << " + " << die2
        << " = " << workSum << endl;
```

```c
   return workSum;
}
```