

```
/**
 * Jeu de dés.
 *
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 * Classe: 11TG
 */
public class Dice
{
    private String player1;
    private String player2;

    private int points1;
    private int points2;

    public Dice(String pPlayer1, String pPlayer2)
    {
        player1 = pPlayer1;
        player2 = pPlayer2;
    }

    public String getPlayer1()
    {
        return player1;
    }

    public String getPlayer2()
    {
        return player2;
    }

    public int getPoints1()
    {
        return points1;
    }

    public int getPoints2()
    {
        return points2;
    }

    public void throwDices()
    {
        points1 = (int) (Math.random()*6)+1;
        points2 = (int) (Math.random()*6)+1;
    }

    public void printResult()
    {
        String result;
        if (points1 == points2)
        {
            result = "Deuce - there is no winner!";
        }
        else
        {
            result = "The winner is: ";
            if (points1 > points2)
            {
                result = result + player1;
            }
            else
            {
                result = result + player2;
            }
        }

        // Output
        System.out.println("Result of the throws:");
        System.out.println("  "+player1+" => "+points1);
        System.out.println("  "+player2+" => "+points2);
        System.out.println(result);
    }
}
```

