Program a dice-rolling game.

Use the instructions (comments) and template below to write a dice rolling game. Output should be similar to the sample at the bottom.

/**
 * Successively roll 2 6-sided dice, but no more than NUMBEROFCHANCES times. If, at any time, the player's score is equal to or greater than WINSCORE, the player wins, otherwise, the player loses. If you change NUMBEROFCHANCES or WINSCORE, be sure to keep winning in the range of 50-80%
 * @author pdakehar
 * Creation Date - October 2011
 */

public class DiceGame {

    public static final int NUMBEROFCHANCES = 7;
    public static final int WINSCORE = 47;

    /**
     * Generate a random number for the roll of one die with the number of sides specified.
     * @param numberOfSides indicates the number of sides on the die
     * @return the number rolled
     */
    public static int roll(int numberOfSides)
    {
        // TODO code application logic here
        // Generate a random number for the roll of one die
    }

    /**
     * Check if the player won. If so print a positive message and return true. If not, and the NUMBEROFCHANCES has expired, print a loss message and return false. (In any other case, the player has not
* gotten a high enough score, but has more chances, return false.)
* @param name the player's name
* @param score the player's current score
* @return true if the player won (score>WINSORE), false otherwise
*/
public static boolean checkWin(String name,
       int score,
       int numberOfTimesRolled)
{
    // TODO code application logic here
}

/**
   * @param args the command line arguments
   */
public static void main(String[] args)
{
    // TODO code application logic here
    // Roll dice and print update messages.
}

**Sample Output:**

run:
Rolling . . .

6 5 . . . 11 so far
5 3 . . . 19 so far
1 5 . . . 25 so far
1 1 . . . 27 so far
6 2 . . . 35 so far
5 1 . . . 41 so far
3 5 . . . 49 so far

Jeffrey, you won!! You got 49.