```java
import java.util.Scanner;

/**
 * This is the computer pig player. Currently, it's pretty stupid: it makes
 * exactly one roll each turn and then quits. Your job for the homework is to
 * make it smarter.
 * @author      Adam Smith
 * @version     1.0
 */

public class ComputerPigPlayer extends PigPlayer {

        /**
         * The main constructor for <code>ComputerPigPlayer</code>.
         * @param name The <code>ComputerPigPlayer</code>'s name
         */
        public ComputerPigPlayer(String name) {
                super(name);
        }

        /**
         * This function does nothing. It is here to fulfill the requirements
of the abstract <code>PigPlayer</code> class.
         * @param myScore the player's current score (unused)
         * @param opponentsScore the opponent's current score (unused)
         */
        @Override
        public void beginTurn(int myScore, int opponentsScore) {
        }

        /**
         * Should the player roll again? The computer always rolls once.
         * @param turnNumber which turn the player is on (unused)
         * @param rollNumber which roll the player is on
         * @param poolSize the number of points currently in the pool (unused)
         * @param myScore the number of points the player has already won
(unused)
         * @param opponentsScore the number of points the opponent has already
won
         * (unused)
         * @return true to roll again, false to stop
         */
        @Override
        public boolean decideIfShouldRoll(int turnNumber, int rollNumber, int
poolSize, int myScore, int opponentsScore) {
                if (rollNumber == 0) return true;
                else return false;
        }
}
```