```
import java.util.Scanner;
/**
 * This is the human pig player. It makes all of its decisions based on input
 * from the keyboard.
 * @author
             Adam Smith
 * @version
              1.0
 * /
public class HumanPigPlayer extends PigPlayer {
       // the shared Scanner among all human pig players (in case there are
many)
       static Scanner inputScanner = null;
        * The main constructor for <code>HumanPigPlayer</code>.
        * @param name The <code>HumanPigPlayer</code>'s name
        */
       public HumanPigPlayer(String name) {
               super(name);
               // if this is the first HumanPiqPlayer, allocate the Scanner
               if (inputScanner == null) inputScanner = new
Scanner(System.in);
       }
        * Alert the human player that his/her turn is beginning.
        * @param myScore the player's current score
        * @param opponentsScore the opponent's current score
        * /
       public void beginTurn(int myScore, int opponentsScore) {
               System.out.println(getName() +", it is now your turn!");
               System.out.println("\tYour score is "+myScore+", and your
opponent's is " +opponentsScore+".");
       }
        * Should the player roll again? This method just asks the human at
t.he
        * keyboard.
        * @param turnNumber which turn the player is on (unused)
        * @param rollNumber which roll the player is on (unused)
        * @param poolSize the number of points currently in the pool
        * @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
       public boolean decideIfShouldRoll(int turnNumber, int rollNumber, int
poolSize, int myScore, int opponentsScore) {
               System.out.println("The pool is now " +poolSize+".");
               return getYesNoQuestion("Do you wish to roll?");
       }
```