

```

// NOTICE that ALL PATHS return die1 + die2.
// Code is hard to read and very complicated!
// Since you only need ONE return statement,
// in THIS PARTICULAR case, you can get rid of all the else statements
public int withoutDoubles(int die1, int die2, boolean noDoubles) {
    if (noDoubles) {
        if (die1 == die2) {
            die1++;
            if (die1 > 6) {
                die1 = 1;
                return die1 + die2;
            }
            else { // !(die1 > 6) i.e. die1 <= 6
                return die1 + die2;
            }
        }
        else { // die1 != die2
            return die1 + die2;
        }
    }
    else { // !noDoubles
        return die1 + die2;
    }
}

```

```

public int withoutDoubles(int die1, int die2, boolean noDoubles) {
    if (noDoubles) {
        if (die1 == die2) {
            die1++;
            if (die1 > 6) { // OR "(die1 == 7)"
                die1 = 1;
            }
        }
    }
    return die1 + die2;
}

```

```

public int withoutDoubles(int die1, int die2, boolean noDoubles) {
    if (noDoubles) {
        if (die1 == die2) {
            die1 = die1 % 6;
            die1++;
        }
    }
    return die1 + die2;
}

```