public void stonesGame(){

int stones, turn,howmany;

//start game

stones = R.nextInt(15)+10;

turn = 1;

do{

System.out.println("It is now player " + turn + " turn");

System.out.println("There are " + stones + " stones.");

do{

howmany = UI.getInteger("How many stones to remove?");

}while( (howmany<1) ||(howmany>4) || (stones-howmany < 1) );

stones = stones - howmany;

if (turn==1)

turn=2;

else

turn=1;

}while( stones > 1 ) ;

if (turn==2)

System.out.println("Player 2 loses...");

else

System.out.println("Player 1 loses...");

}//end stonesGame