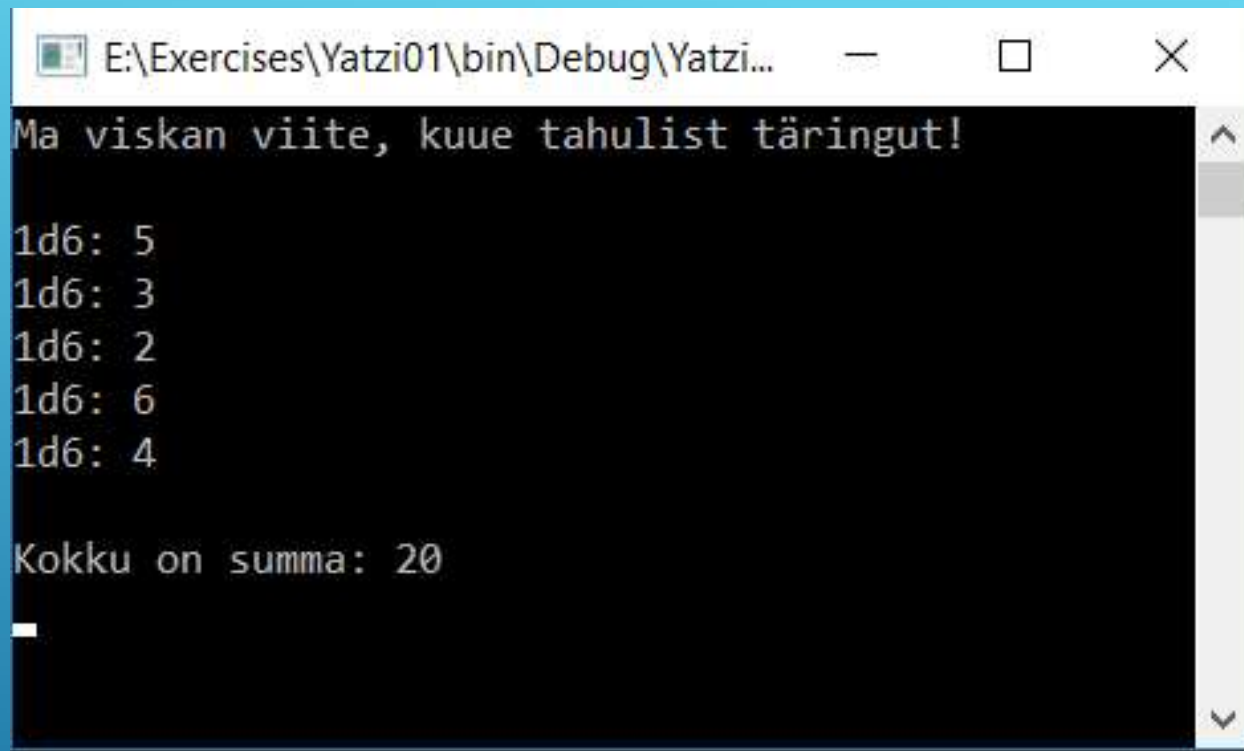


► Objects, objects and objects

ROLLING SOME DICES :)

Several thin, white, parallel diagonal lines are positioned in the lower right area of the slide, extending from the bottom right towards the top right.



```
E:\Exercises\Yatzi01\bin\Debug\Yatzi...  
Ma viskan viite, kuue tahulist täringut!  
  
1d6: 5  
1d6: 3  
1d6: 2  
1d6: 6  
1d6: 4  
  
Kokku on summa: 20  
_
```

DICEROLLER

- ▶ Use Random to generate random numbers
- ▶ Use 'for' to iterate 5 times
- ▶ Use 'total' variable to hold the sum of rolls

LET'S REPLACE SOME HARDCODED
STUFF WITH LOGIC

A series of white diagonal lines of varying lengths and thicknesses, located in the bottom right corner of the slide.

- ▶ Create 'Die' class to further abstract logic
 - ▶ Properties: Description „1d6“ and Roll()
- ▶ Use 'Die' class in 'Program.cs'

FIRST OBJECT, A DIE CLASS

- ▶ Create 'DieRoll' class to further abstract logic and favour objects instead of primary types
 - ▶ Properties: Description, Roll
- ▶ Return 'DieRoll' from Roll() in 'Die' class, instead of 'int'

DIEROLL

- ▶ Create 'DiceRoller' class to throw many die's
- ▶ DiceRoller.Roll() all dies and get back list of 'DieRoll', each specifying a description and roll value

DICEROLLER