Craps Game UML 6.33

Final Project

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| Dealer |
| -addedFaceValues : int  -playAgain : String  -playerBalance : int  -playerWage : int  -bankBalance : int  -statusOfGame : String  -Bank bank = new Bank()  -Crowd crowd = new Crowd()  -Player player = new Player()  -Craps craps = new Craps() |
| <<constructor>> Dealer()  +main(String[] args)  +playTable()  +startGame()  +getPlayAgain()  +setPlayerBalance()  +setPlayerWager(wager : int)  +getPlayerWager() : int  +setGameStatus()  +getGameStatus()  +setBankBalance()  +getBankBalance()  +getPlayerBalance()  +setAddedFaceValues()  +passAddedFaceValues()  +continuePlaying() |

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| Die |
| -faceValue() : int  -SecureRandom randomNumbers = new SecureRandom() : int |
| <<constructor>> Die()  rollDie() : int  setFaceValue() : int  getFaceValue() : int |

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| Player |
| -wager : int  -wagerConfirm : int  -playerBalance : int  -playerWager : int  -playAgain : String  -Dice dice = new Dice() |
| <<constructor>> Player()  +getBalance() : int  +wagerAmount()  +wagerConfirm()  +validateWager()  +setPlayerWager(wager : int)  +getPlayerWager() : int  +rollDice()  +decreaseBalance()  +checkPlayerBalance()  +getAddedFaceValue() |

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| Crowd |
| -MESSAGE1: String  -MESSAGE2 : String  -MESSAGE3 : String  -MESSAGE4 : String  -MESSAGE5 : String  -MESSAGE6 : String  -MESSAGE7 : String  -MESSAGE8 : String  -MESSAGE9 : String  -SecureRandom randomNumbers = new SecureRandom() : int |
| <<constructor>> Crowd()  displayWinningMessage() : String  displayLosingMessage() : String  displayContinueMessage() : String |

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| Bank |
| -bankBalance : int |
| <<constructor>> Bank()  increaseBankBalance(playerWager : int)  decreaseBankBalance(playerWager : int)  getBankBalance() : int |

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| Craps |
| -Status : enum{CONTINUE, WON, LOST}  -SNAKE\_EYES : int  -TREY : int  -SEVEN : int  -YO\_LEVEN : int  -BOX\_CARS : int  -gameStatus : String  -statusOfGame : String  -addedFaceValues : int  -playerPoint : int |
| +setAddedFaceeValues()  +getAddedFaceValues() : int  +firstRoll()  +nextRoll()  +getPlayerPoint() : int  +displayStatus()  +getStatusOfGame() |

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| Dice |
| -addedFaceValues() : int  -Die die1 = new Die() : int  -Die die2 = new Die() : int |
| +rollDice()  +addedFaceValues()  +setAddedFaceValues()  +getAddedFaceValues() |