Lab 11

As a programmer, you will be expected to understand good coding practice and logical structures. For this project *you must show mastery of*:

- Proper code layout
- Variable declaration and initialization
- Proper library importing
- Constant declaration and initialization
- Collections (arrays)
- Method overloading
- toString
- Modularization
- Enums
- instanceof
- Main method
- IntelliJ IDEA usage
- Random
- Program sequence, selection, & looping
- Cohesion
- UML
- JavaDoc
- File I/O
- Exception handling
- Input validation/sanitization
- Good programming practices

All of the chapter exercises plus:

Create the dice game Pig. Ensure that each game played is saved to non-volatile storage. When the game is started, past game data is loaded into volatile storage for review.