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| Objectives: 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 | Lab 11  All of the chapter exercises plus:  Create the [dice game Pig](http://en.wikipedia.org/wiki/Pig_%28dice_game%29). 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. |