

Controller class **Yatzy**

{

Method **renderView**

{

store the game yatzy to a variable
get the current player
from the player get the players diceHand

store all the information to show at the page

IF diceHand holds a value

{

store graphic representations of the diceHand with the other information
to show at the page.

}

render the view with the store information.

RETURN a response

}

Method **processResponse**

{

store the game yatzy to a variable
get the current player
get a string from the form post submit property
get the players diceHand
get the players saved dice values
make a variable to store dice values to help/keep

FOREACH player save dice value {

IF the integer representation of the value is not zero count it.

}

IF diceHand exists {

IF dice 1 is chosen by player, save it.

IF dice 2 is chosen by player, save it.

IF dice 3 is chosen by player, save it.

IF dice 4 is chosen by player, save it.

IF dice 5 is chosen by player, save it.

store the chosen dices not to be played when diceHand is rolled.

}

Roll the dices

Print the scoreboard.

}

}