Lizard Spock Yahtzee

The goal of this program was to build Lizard Spock Yahtzee and deal with file IO in java. The general design of the project was to take what was worked on in homework one and expand on it here. ArrayList was used instead of arrays as Homework one was implemented. An overhaul of part of the score system was done too. A new class, game, was created to add the file IO and customization that is Lizard Spock Yahtzee. TestHand: Creates a new Game with a 1 passed in and a new Hand. Then puts the newGame.diceInHand integer into lengthExpected and calls the function newHand.handPlacement which creates the hand ArrayList. newHand.hand.size() is called and compared against lengthExpected to see if it is true. If the test passes, then hand is the correct size as the configuration file read in. A major programming issue I had was getting the variables to update the new configuration settings the user had entered. This was fixed by add the configuration setting part into the constructor. To then make it so the configuration settings was not asked for more than once a 1 or 0 is passed into the constructor of Game. If a 1 is passed, then the configuration is skipped but if a zero is passed in the configuration settings are asked. If I had more time I would have tried to do the configuration setting part outside of the constructor as it is not necessary to have it in the constructor.

Yahtzee

Game
- readInConfig()
- changeConfig()

Player
+ playerRolls()

Hand
+ rollKeep ArrayList
+ hand ArrayList

+ reNum()
+ handPlacement()
+ printHand()
+ checkReRoll()
- input()
- stringToChar(String s)
- popRollKeep()

ScoreCard
- upperScores(diceSides
- lowerScores(diceSides

+ upperSection(ArrayList
+ LowerSection(ArrayLis
+ scoreChoice() return in
- input return int
- total() return int
- threeKind() return boole
- fourKind() boolean
- fullHouseFound(int arr
- maxStraightFound(int a
- yahtzeeScore(int array)

Die
- sideUp Integer
- numSides Integer
- DEFAULT_NUM_SIDE
- DEFAULT_SIDE_UP In

+ roll()
+ getSideUp() return Int
+ getNumSides() return i
+ toString() return String