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CS162
Lab 3
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For Lab 3 I had to fix a few lines of code like deleting using namespace std in order to make the code work. Then I noticed the code had a lot of the print lines in the Die and LoadedDie class and there really is no need for them to be there. I deleted the method that printed out all of the outputs. The original code also used vectors to store all of the rolls, which made everything even more complicated so I had to remove that in order for the roll method to return a single roll. One I built my program according to Lab 2, I had to change my two char variables to string variables in order to make the program function correctly. When I went to run multiple tests of the program, I noticed that the logic for the original code really did not work because the loaded die would lose to the regular die often. I tested die side ranging from 6-100 and ran 1000 games. I was not sure if we were just supposed to test it and leave the original code because If I change that logic it is pretty much scrapping their whole code. I left it how it is.