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| **Application/ Program name:** | Die or Lab 1-1 |
| **Written by:** | Bailey Nichols |

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| **Purpose or problem definition:** |
| The purpose of the program is to show what numbers are produced from the rolling of computerized dice. From the prompt given in the Lab 1 Mockups document “Your program will prompt the user to enter the number of dies in a set (4 through 6) that will be rolled together. The sum of the faces on the set will be the index to an array that holds the number of times this sum has occurred. You must also prompt your user for the number of times the set will be rolled. (2500, 3000, or 5000 times).” |
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| **Program Procedures:** |
| * Your program will prompt the user to enter the number of dies in a set (4 through 6) that will be rolled together. * The sum of the faces on the set will be the index to an array that holds the number of times this sum has occurred. * You must also prompt your user for the number of times the set will be rolled. (2500, 3000, or 5000 times) * Once the rolls are completed the program will display a bar graph, like the one shown in notes * Bar graph will show the sum value, the number of times it was rolled and a bar of astrisks each one representing 2% of total (50x \* = 100%=) |
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| **Algorithm/Processing/Conditions:** |
| **Inputs:** |
| The user will input to the console the amount of dice to be used  The user will input the number of times to roll the dice |
| **Processes:** |
| The program will get input from the user to decide how many dice and how many rolls and then will use these numbers to output a chart (as shown in notes) to the user. |
| **Outputs:** |
| Said chart shown in notes. |
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| **Notes & Restriction:** |
| |  |  |  |  |  | | --- | --- | --- | --- | --- | | ***Object*** | ***Members*** | ***Function*** | ***Exposure*** | ***Algorithm*** | | Die | Num | Roll dice, Display menu, | Roll, getNum |  |   ***The sum of the faces on the set will be the index to an array that holds the number of times this sum has occurred.*** |
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| **Comments:** |
| Easy Peasy |