

## Homework 2 Summary

In this assignment my main goal in design was to maintain its relative simplicity, so Instead of implementing a huge logic of counting different combos into, for example, the scoring function I decided to create a separate function for it, which is called only one right at the time I need it. This saves the computer from extra work.

Another important design decision that I chose to implement was a player variable which is created in the main Farkle function. Then it is passed through all other functions if they or any connected functions need to get access to players' meld or bank. This is more future-proof than real necessity, but I thought that it would make code more readable as well, so I decided to implement it now.

This program definitely has many issues. I don't remember all of them right now, but for example in the rollHand() function I have this line `if (diceInCombo.get(i) < 1)`, because for some reason Java wasn't taken `!diceInCombo.get(i) == 0` as a valid argument, same happened in findDiceInCombo() function, which led to hours of debugging and I still don't have an answer to what happened with Java. Another issue that popped up after I started this assignment was working with old code, so I can assume that my code is hard to maintain, which may become a major issue later.

If I had more time I definitely would work on the general readability of the code. Also, I'm not satisfied with how rollHand(), findDiceInCombo(), and prepareForReroll() functions are written and I want to find a way to make them easier to understand. Also, I think that sometimes my code is generally hard to maintain, so I want to improve it as well.

