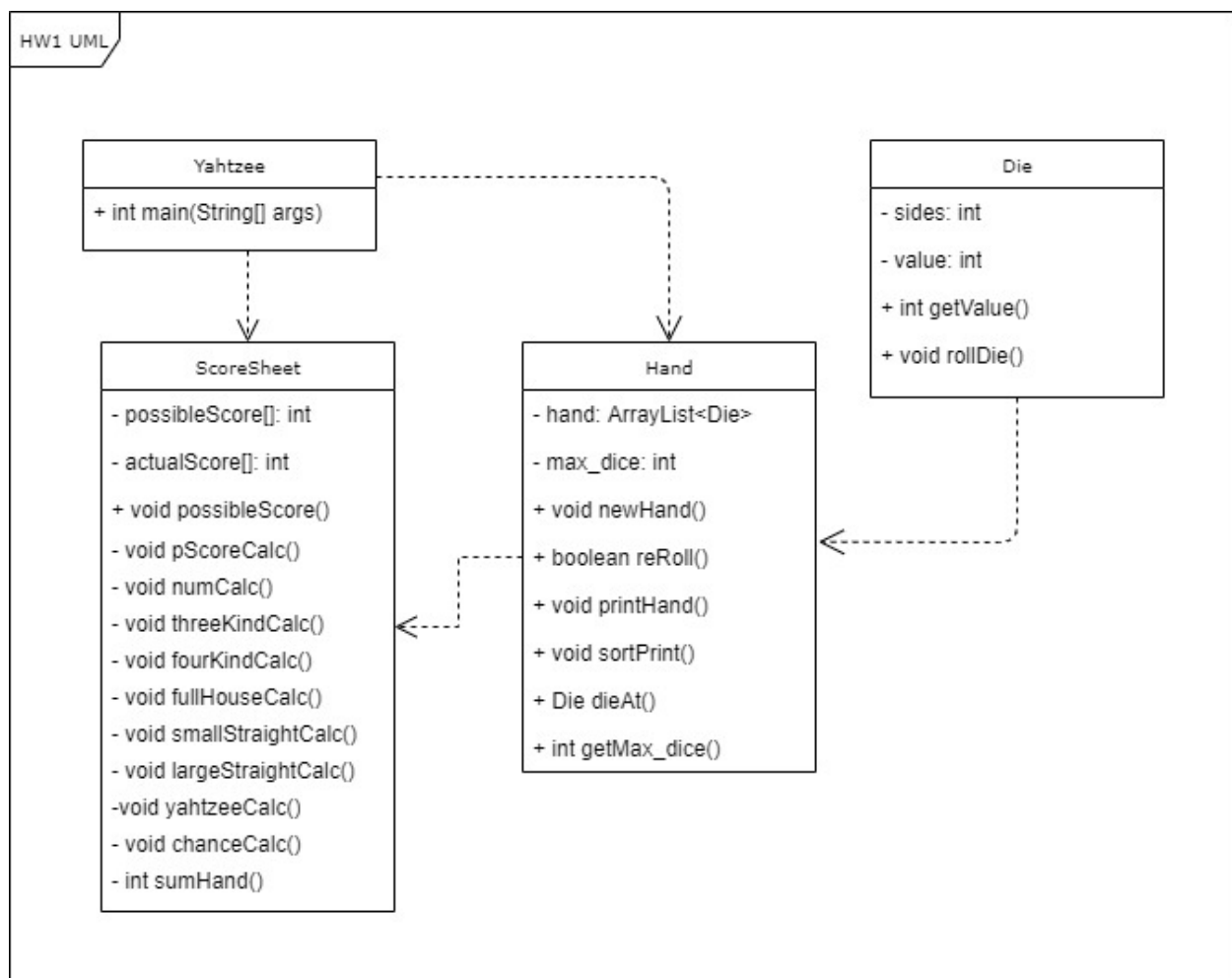


HW1 Summary

Goal – The goal of this assignment is to introduce us to java and to tackle the first steps (arguably the hardest) of our own project.

General Design – I chose to separate my project into 3 subclasses and a main file that will run the game itself. The subclasses consist of a simple Die class, a slightly complicated Hand class, and a much more complicated ScoreSheet class. The Hand class takes multiple Die objects and can be rolled and re-rolled while also taking into account user input to “lock” certain dice so that they are not re-rolled with the rest of the Hand. The ScoreSheet class then takes this hand and calculates the possible scores for the Hand object’s Die values and displays them accordingly.

UML Diagram



Issues – I had one major issue that had to do with when I attempted to integrate the use of ArrayLists in my Hand class. For some reason, my Die objects were all linked, and I fixed this by simply going back to a previous rendition of my code and starting over from there.

Looking Back – If I had more time, I might have split up my ScoreSheet class into multiple classes, one to calculate and one to display maybe.