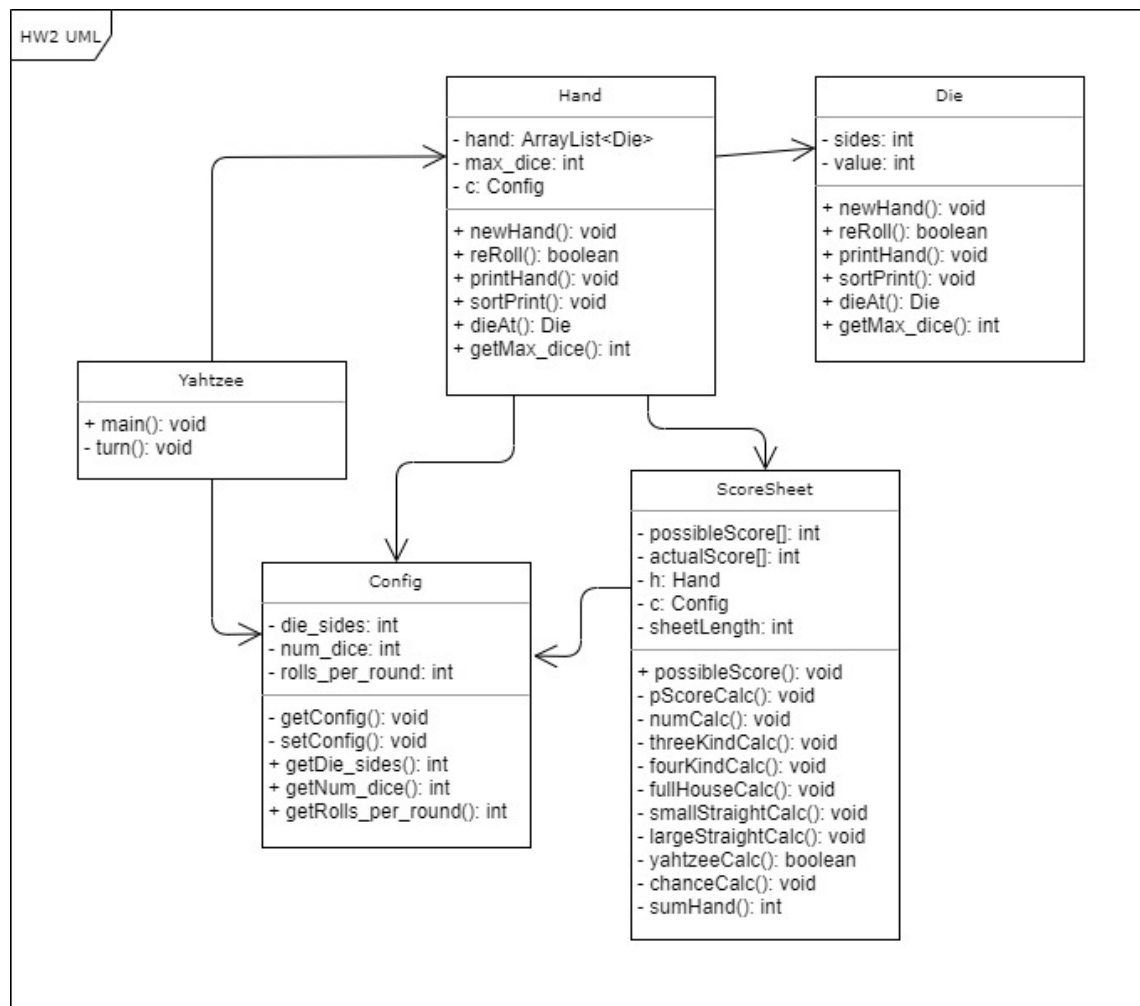


HW2 Summary

Goal – The goal of this assignment was to implement file io in our existing program, and to have us create a more modular version of the current program.

General Design – I implemented a separate Config class that was then worked into my existing program by passing it into the separate objects being used. From this, I was able to make the settings easily accessible in every aspect of the Yahtzee game.

UML Diagram



Issues – I had some issues figuring out the specifics of file io, but nothing major.

Looking Back - I would probably have reworked how I created and implemented my ScoreSheet class (but this is also after looking ahead a bit for what HW3 has to offer).