

Q. diceCnt 값을 받아오는 경로가 이렇게 되는 건가요?

```
public class DiceGame {  
    final int PLAYER_NUM = 2;  
    final int DICE_NUM = 2;  
    final int DEATH_FLAG = 4000;  
    boolean[] deathFlag = new boolean[PLAYER_NUM];  
    for (int id = 0; id < PLAYER_NUM; id++) {  
        gmArr[id] = new GameManager(id, DICE_NUM);  
    }  
}
```

The diagram illustrates the flow of the `diceCnt` value. A red arrow originates from the `DICE_NUM` constant in the `DiceGame` class, points to the `DICE_NUM` parameter in the `GameManager` constructor call (`new GameManager(id, DICE_NUM);`), and then continues to the `playerId` parameter in the `GameManager` constructor (`public GameManager(final int playerId, final int diceCnt) {`). Another red arrow points from the `super(diceCnt);` line in the `GameManager` constructor to the `final int diceCnt` parameter in the `Player` constructor (`public Player(final int diceCnt) {`).

```
public class GameManager extends Player implements comparable {  
    private int playerId;  
    public GameManager(final int playerId, final int diceCnt) {  
        super(diceCnt);  
        System.out.printf("GameManager(): playerId - %d, diceCnt - %d\n", playerId, diceCnt);  
    }  
}
```

```
public Player(final int diceCnt) {  
    System.out.printf("Player(): diceCnt - %d\n", diceCnt);  
    this.diceCnt = diceCnt;  
    diceArr = new Dice[diceCnt];  
}
```

Q.

DiceGame은 GameManager 클래스를 배열로 객체화해서 그곳에 값을 전달한 건데 어떻게 Player가 diceCnt 값을 갖지,,?

내가 생각한 것 :
Player가 부모클래스니까,
여기서 상속으로 GameManagerdp 값을 주기
위해서는 Player 객체로 직접 값이
넘어와야 되는 것 아닌가 ..?