



### ***Class Descriptions:***

Dice – The dice class creates and rolls a single die and can acquire its face.

Hand – The hand class forms multiple dice into the users hand. The hand can then be rolled, displayed and sorted.

Score – The score class creates the scorecard and keeps track of which scorecard lines have been used as well as what scores each hand would achieve on the scorecard.

### ***Method Descriptions:***

Dice – Creates a dice object

Roll\_dice – Rolls a dice

GetFace\_rolled – Returns the face up of the die

Hand – Creates a hand of N die (N specified by user)

GetNumDice – Returns the number N of die to be used in the game (specified by user)

getRandom\_hand – Initially creates a randomly rolled hand of dice in play if the hand is empty

changeOneDice – Rerolls a dice that the user selected

sortHand – Sorts the hand that the user has rolled

Score – Tells the user that they have an empty hand

createLinesOfScorecard – Creates the scorecard lines to be filled

readScorecard – Reads scorecard to find available lines

writeScorecard – Changes scorecard according to user input

displayScorecard – Shows the user the scorecard

disaplyScoreOptions – Shows user which lines they can input on the scorecard

calculateRunningScores – Keeps track of total scores on the scorecard and applies bonus

upperScorecard – Calculates upper scorecard value

lowerScorecard – Calculates lower scorecard value

maxOfAColorFound – Finds the max of each color of the rainbow in hand

totalAllDice – Calculates the total of all colors in hand

primaryFound – Calculates primary color score based on hand

secondaryFound – Calculates secondary color score based on hand

warmPalletFound – Calculates warm pallet score based on hand

coldPalletFound – Calculates cold pallet score based on hand

getScorecardLineList – Returns running list of scorecard lines

validateLineCode – Validates user input for chosen line