Computer Science 31 Kitu Komya

Project 7 UID: 404-491-375

**Notable Obstacles**

I didn’t run into any significant problems while coding. However, before even the coding, I had to make a visual representation of the relationships between each class since that confused me at first. Also, trying to learn how to use functions from other classes successfully was a challenge at first, but afterward, it became very fun to implement the functions. Overall, after having a clear idea of the project, I actually very much enjoyed this project, while other projects have been frustrating in the past.

**Test Cases**

Player p;

assert(p.getScore() == 0); // score is 0 to begin with

p.setRound(5); // round 5

assert(p.getScore() == 0); // same score regardless of round number

assert(p.roll(2) == 2); // rolls to 6 when forced

assert(p.getScore() == 0); // score still zero

b.setRound(2); // round 2

assert(b.determineRoundOutcome() == Bunco::NOTDECIDED); // still undecided

b.computerPlay(3); b.humanPlay(3); // computer and human roll 3

assert(b.determineRoundOutcome() == Bunco::NOTDECIDED); // no winner

b.computerPlay(2); b.humanPlay(4); // computer rolls 2, human rolls 4 (in round 2 btw)

assert(b.determineRoundOutcome() == Bunco::COMPUTERWON); // computer winner

b.setRound(3); // round 3

b.humanPlay(3); b.computerPlay(1); // human rolls 3, computer rolls 1assert(b.determineRoundOutcome()==Bunco::HUMANWON); // human winner