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CST-150

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Activity 5 Part 2

**Flowchart and UML Screenshot**

**A screenshot of a computer

Description automatically generated**

Shows the simple UML for our Die class, along with the flow of the program.

**Pre-Form Population Screenshot**

**A computer screen shot of a white square

Description automatically generated**

Before button is pressed for the first time, the die image is hidden.

**Post-Form Population Screenshot**

**A computer screen shot of a game

Description automatically generated**

Besides the alignment issues, shows the die image and the number the user randomly rolled.

**Code Screenshot 1**

**A screenshot of a computer

Description automatically generated**

Shows the citation and part of the code for choosing the correct image to display (was a pain to figure out)

**Code Screenshot 2**

A screenshot of a computer

Description automatically generated

Shows the rest of the die image selection code and the last steps to show the results to the user.

**Die Class Screenshot**

**A computer screen shot of a black screen

Description automatically generated**

Die class with a single attribute, constructor, and method for rolling a random value between 1-6.