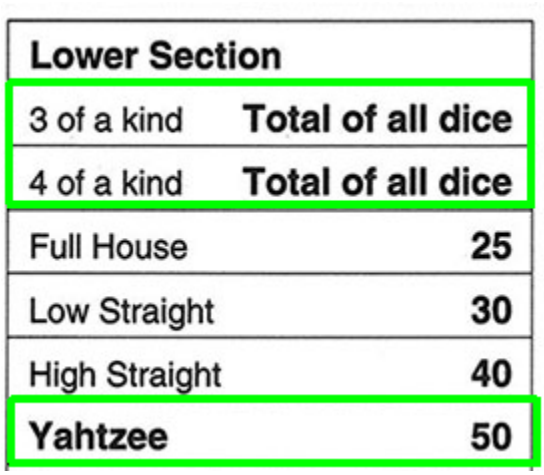
Yahtzee Version 2 Code: Lower Section

Game rules: Yahtzee Game Rules.

In the first version, you implemented the Upper Section of Yahtzee. Now, let's add the Lower Section. For simplicity, we will implement only the following lines of the Lower Section:

- 3 of a kind
- 4 of a kind
- Yahtzee



Lower Section	
3 of a kind	**Total of all dice**
4 of a kind	**Total of all dice**
Full House	**25**
Low Straight	**30**
High Straight	**40**
Yahtzee	**50**

What to do

Create a new file called `yahtzee2.py`.

Implement the following user-defined functions and update the `main` function accordingly:

- `num_of_a_kind` (this function will **generalize** both the "3 of a kind" and "4 of a kind")
- `yahtzee`

Use the following template. All functions defined in the template **must be present and implemented** in your code (you may **not** omit functions). You **may** add extra functions if needed.

```python
# Version 1 functions here, excluding main()

def num_of_a_kind(roll: tuple, number: int) -> int:
    """
    If a roll has EXACTLY `number` dice of the same face value,
    returns the sum of all five values in the roll.
    Otherwise, returns 0.
    """
    pass

def yahtzee(roll: tuple) -> int:
    """
    Returns 50 if the roll is a Yahtzee (all dice in the roll have the same
    face value). Otherwise, returns 0.
    """
    pass

def main():
    """
    Main function.
    """
    # Version 1 code
    # TODO: Calculate and display "3 of a kind" for the given roll
    # TODO: Calculate and display "4 of a kind" for the given roll
    # TODO: Calculate and display "Yahtzee" for the given roll

if __name__ == "__main__":
    main()
```

Program name

Save your program as `yahtzee2.py`.

Demo

https://asciinema.org/a/lsvKXBdpL098LRphTyZMgawyW

Testing

You will write unit tests for your functions, so there is no need to test the program manually.

Next: Version 2 **testing**: Lower section

Submitting

Submit `yahtzee2.py` via eClass.