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| **EstimatePi and EstimatePiTester** |
| **Private Instance Variables**  - int myHits  - int myDarts  - int totalHits  - int totalDarts  - double myX  - double myY  - double estPi  - double totalPi  **Main Method**  + ArrayList<EstimatePi> dartboard  + EstimatePi record; |
| **Constructor**  + EstimatePi(int darts)  **Methods**  + void setRandom()  + void setHits()  + void setEstPi()  + void setTotalHits()  + void setTotalDarts()  + void setTotalPi()  + int getMyHits()  + int getMyDarts()  + int getTotalHits()  + int getTotalDarts()  + double getEstPi()  + double getTotalPi()  + String toString() |

**Pseudocode**

EstimatePi:

1. Declare constructor with one parameter that represents the dart count in each object.
2. Create methods to get each private instance variable necessary (hits, darts, pi).
3. Create method to calculate the hits using random x and y coordinates in a circle.
4. Create method to calculate estimated pi using the hit count gotten in the previous method.
5. Create methods to calculate the total values for all objects and their respective averages.
6. Create a toString() method to print out the objects neatly in the table format.

EstimatePiTester:

1. Declare values to store the darts, hits, their totals, and their averages.
2. Import the ArrayList and Scanner from Java and create an ArrayList and Scanner object.
3. Ask for the number of darts to be thrown per object.
4. Using the unique dart count provided, add each EstimatePi object to the ArrayList. Repeat this step 10 times, one for each object.
5. Create a new object (record) to use as a placeholder when working with the output.
6. The first (outer) for-loop will increment for each object in the ArrayList. The second (inner) for-loop will increment for each trial desired for the object.
7. Call all necessary methods to calculate the number of hits, darts, total hits, total darts, the estimation of pi, and the total pi for all trials and objects.
8. Print the results for each object in a table format. The printf parameter should only need to call the object itself for all the values, as the toString() method will print it with custom formatting.
9. At the end of the table, print the totals and averages of all hits, darts, and values of pi.