Dice

- value: int

- lastRoll: int

+ roll(): int

+ getValue(): int

+ getLastRoll(): int

DiceHand

- dices: array

- values: array

- score: int

+ roll(): void

+ values(): array

+ sum(): int

+ average(): int

+ getScore(): int

+ setScore(int): void

+ computerPlayRound(int): DiceHand

Extends