

# CPSC 224, Spring 2017

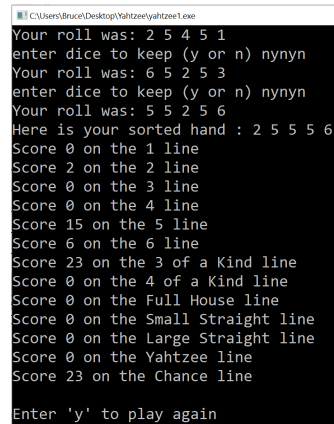
## Homework #1,

Due Date: Tuesday January 29<sup>th</sup>, 2019 Midnight.

### THE PROBLEM:

Produce a java equivalent of the yahtzee1.cpp program.

Execution and output of your solutions should be roughly identical to the C++ version, an example of which is shown here:



```
C:\Users\Bruce\Desktop\Yahtzee\yahtzee1.exe
Your roll was: 2 5 4 5 1
enter dice to keep (y or n) nynyn
Your roll was: 6 5 2 5 3
enter dice to keep (y or n) nynyn
Your roll was: 5 5 2 5 6
Here is your sorted hand : 2 5 5 5 6
Score 0 on the 1 line
Score 2 on the 2 line
Score 0 on the 3 line
Score 0 on the 4 line
Score 15 on the 5 line
Score 6 on the 6 line
Score 23 on the 3 of a Kind line
Score 0 on the 4 of a Kind line
Score 0 on the Full House line
Score 0 on the Small Straight line
Score 0 on the Large Straight line
Score 0 on the Yahtzee line
Score 23 on the Chance line

Enter 'y' to play again
```

This assignment is intended to have you work through most of the java basics found in chapter 3 of Horstmann.

### SUBMISSION:

When turning in you .java file the top of the file should have a comment block that include:

```
/******
```

Homework #1

Due Date:

Names:

```
*****/
```

Turn in the soft copy of your code through blackboard. Each group member needs to upload through blackboard. You need to be using GitHub repository for this assignment to understand *git* commands.