Test Results

Full House:

Current Settings:

Sides On Die: 6

Size Of Hand: 5

Rolls/Turn: 3

Would You Like To Change Settings?(y or n)

y

How Many Sides On Die?

7

Size Of Hand?

6

Rolls/Turn?

4

Round 1

Your roll was: 2 1 7 7 2 1

enter dice to keep (y or n)

ynyyyn

Your roll was: 2 3 7 7 2 2

enter dice to keep (y or n)

ynyyyy

Your roll was: 2 7 7 7 2 2

enter dice to keep (y or n)

yyyyyy

Here is your sorted hand : 2 2 2 7 7 7

1) Score 0 on the 1 line

2) Score 6 on the 2 line

3) Score 0 on the 3 line

4) Score 0 on the 4 line

5) Score 0 on the 5 line

6) Score 0 on the 6 line

7) Score 21 on the 7 line

8) Score 27 on the 3 of a Kind line

9) Score 0 on the 4 of a Kind line

10) Score 0 on the Full House line

11) Score 0 on the Small Straight line

12) Score 0 on the Large Straight line

13) Score 0 on the Yahtzee line

14) Score 27 on the Chance line

Which Line Number Would You Like To Score?

8

Enter 'y' to another round

Y

Round 2

Your roll was: 4 2 4 7 4 3

enter dice to keep (y or n)

ynynyn

Your roll was: 4 3 4 1 4 5

enter dice to keep (y or n)

ynynyn

Your roll was: 4 5 4 4 4 5

enter dice to keep (y or n)

yyyyyy

Here is your sorted hand : 4 4 4 4 5 5

1) Score 0 on the 1 line

2) Score 0 on the 2 line

3) Score 0 on the 3 line

4) Score 16 on the 4 line

5) Score 10 on the 5 line

6) Score 0 on the 6 line

7) Score 0 on the 7 line

9) Score 26 on the 4 of a Kind line

10) Score 25 on the Full House line

11) Score 0 on the Small Straight line

12) Score 0 on the Large Straight line

13) Score 0 on the Yahtzee line

14) Score 26 on the Chance line

Which Line Number Would You Like To Score?

10

Default settings(5 Rounds and final score)

Current Settings:

Sides On Die: 6

Size Of Hand: 5

Rolls/Turn: 3

Would You Like To Change Settings?(y or n)

n

Round 1

Your roll was: 2 1 1 2 6

enter dice to keep (y or n)

yyyyn

Your roll was: 2 1 1 2 6

enter dice to keep (y or n)

yyyyn

Your roll was: 2 1 1 2 5

Here is your sorted hand : 1 1 2 2 5

1) Score 2 on the 1 line

2) Score 4 on the 2 line

3) Score 0 on the 3 line

4) Score 0 on the 4 line

5) Score 5 on the 5 line

6) Score 0 on the 6 line

7) Score 0 on the 3 of a Kind line

8) Score 0 on the 4 of a Kind line

9) Score 0 on the Full House line

10) Score 0 on the Small Straight line

11) Score 0 on the Large Straight line

12) Score 0 on the Yahtzee line

13) Score 11 on the Chance line

Which Line Number Would You Like To Score?

1

Enter 'y' to another round

y

Round 2

Your roll was: 3 6 6 5 3

enter dice to keep (y or n)

yyyny

Your roll was: 3 6 6 2 3

enter dice to keep (y or n)

yyyny

Your roll was: 3 6 6 4 3

Here is your sorted hand : 3 3 4 6 6

2) Score 0 on the 2 line

3) Score 6 on the 3 line

4) Score 4 on the 4 line

5) Score 0 on the 5 line

6) Score 12 on the 6 line

7) Score 0 on the 3 of a Kind line

8) Score 0 on the 4 of a Kind line

9) Score 0 on the Full House line

10) Score 0 on the Small Straight line

11) Score 0 on the Large Straight line

12) Score 0 on the Yahtzee line

13) Score 22 on the Chance line

Which Line Number Would You Like To Score?

6

Enter 'y' to another round

y

Round 3

Your roll was: 1 3 4 2 3

enter dice to keep (y or n)

nynny

Your roll was: 4 3 3 2 3

enter dice to keep (y or n)

nyyny

Your roll was: 4 3 3 6 3

Here is your sorted hand : 3 3 3 4 6

2) Score 0 on the 2 line

3) Score 9 on the 3 line

4) Score 4 on the 4 line

5) Score 0 on the 5 line

7) Score 19 on the 3 of a Kind line

8) Score 0 on the 4 of a Kind line

9) Score 0 on the Full House line

10) Score 0 on the Small Straight line

11) Score 0 on the Large Straight line

12) Score 0 on the Yahtzee line

13) Score 19 on the Chance line

Which Line Number Would You Like To Score?

3

Enter 'y' to another round

y

Round 4

Your roll was: 3 4 5 3 2

enter dice to keep (y or n)

yyyny

Your roll was: 3 4 5 5 2

enter dice to keep (y or n)

yyyny

Your roll was: 3 4 5 2 2

Here is your sorted hand : 2 2 3 4 5

2) Score 4 on the 2 line

4) Score 4 on the 4 line

5) Score 5 on the 5 line

7) Score 0 on the 3 of a Kind line

8) Score 0 on the 4 of a Kind line

9) Score 0 on the Full House line

10) Score 30 on the Small Straight line

11) Score 0 on the Large Straight line

12) Score 0 on the Yahtzee line

13) Score 16 on the Chance line

Which Line Number Would You Like To Score?

10

Enter 'y' to another round

y

Round 5

Your roll was: 5 2 3 3 5

enter dice to keep (y or n)

ynyyy

Your roll was: 5 4 3 3 5

enter dice to keep (y or n)

ynyyy

Your roll was: 5 1 3 3 5

Here is your sorted hand : 1 3 3 5 5

2) Score 0 on the 2 line

4) Score 0 on the 4 line

5) Score 10 on the 5 line

7) Score 0 on the 3 of a Kind line

8) Score 0 on the 4 of a Kind line

9) Score 0 on the Full House line

11) Score 0 on the Large Straight line

12) Score 0 on the Yahtzee line

13) Score 17 on the Chance line

Which Line Number Would You Like To Score?

13

Enter 'y' to another round

n

1) Score 2 on the 1 line

2) Score 0 on the 2 line

3) Score 9 on the 3 line

4) Score 0 on the 4 line

5) Score 0 on the 5 line

6) Score 12 on the 6 line

7) Score 0 on the 3 of a Kind line

8) Score 0 on the 4 of a Kind line

9) Score 0 on the Full House line

10) Score 30 on the Small Straight line

11) Score 0 on the Large Straight line

12) Score 0 on the Yahtzee line

13) Score 17 on the Chance line

TOTAL SCORE: 70

The main goal of this assignment is to take our assignment 5 and extending it as a more complete game. I decided to take on the extra challenge of using an Array list rather that an array. The Die class is simply an object that stores a number value that can be rolled to simulate a die. My Hand class had an array list of Dice and contains methods used in main as well as score. Score take a hand and then prints the possible scores for that hand. My Yahtzee class is where everything comes together in the main method. Most of my issues had to do with small interactions with my array list. For example, I originally was using a generic one but later defined it as a <Die> to save time. One interaction I learned is java will automatically take care of objects which are no longer referenced. If I were to do this again I would like to clean up my main method and maybe create some more helper functions so that my programs would look cleaner and shorten in length.