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| The Gambling Game |  |
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|  | March 17, 2021 |
| **NAME**  **Student id**  **Class codes** | Tarandeep Kaur 201901831 IN2203 G1 **Name of the work** Assignment 1 the gambling game https://github.com/Tarandeepkaur72/The-Gambling-game.git |

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|  | UML DIAGRAMALGORITHM OF THE GAME // R001: A player walks into a casino and wants to play a game  // we need to create a Player and we need to create a GAME  Player p1 = new Player();  Game g1 = new Game();  // The player has been asked for their credentials which will be used in the game  Username = Name  // Welcome message and a prompt will be shown to the player whether they wants to play the game or not  Choice = Yes / no  If yes, sends the player to the game method.  If no, exits from the game  // Inside the game, player will be asked to choose a number between 1 to 100  // The Number must be [1 to 100]  Choice = Number of choice  Computer’s Number = Random  If Player’s number is equivalent with the Computer’s Number then player wins the game else Computer wins  // The player can continue or exit on their discretion  Continue = Yes / No  If yes, player will be sent back to the game, else exit | |  |