**OOP: Dice Poker**

RULES OF THE GAME

* The player starts with $100.
* Each round costs $10 to play. This amount is subtracted from the player’s money at the start of the round.
* The player initially rolls a completely random hand (i.e., all the five dice are rolled).
* The player gets two chances to enhance the hand by rerolling some or all of the dice.
* At the end of the hand, the player’s money is updated according to the following payout schedule:

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| --- |
| Hand Pay |
| Two pairs 5  Three of a Kind 8  Full House (A pair and a Three of a Kind) 12  Four of a Kind 15  Straight (1-5 or 2-6) 20  Five of a kind 30 |

**Explanation of the scoring:**

*Two pairs* is two sets of pairs, for example two threes and two eights in the same hand.

*Four of a kind* is four of the same card, such as four eights.

A *straigh*t is five numbers in order. So this can be 12345 or 23456.

*Five of a kind* are five of the same number (all sixes for example).

Ultimately, we want this program to present a nice graphical interface. Our interaction will be through mouse clicks. The interface should have the following characteristics:

* The current score (amount of money) is constantly displayed.
* The program automatically terminates if the player goes broke.
* The display may choose to quit at appropriate points during play.
* The interface will present visual cues to indicate what is going on at any given moment and what the valid user responses are.

This class has to implement these operations:

1. *Constructor -* Create the initial collection.
2. *Roll -* Assign a random value to some subset of the dice while maintaining the current value of others.
3. *Value -* return the current values of the five dice.
4. *Score -* return the score for the dice.