

Class: Data Structures Section 001

Assignment: Homework 2

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Instructions: Compile with default g++ settings for Windows. HW2.cpp contains the main, while the class files are Die (.h and .cpp), and Player (.h and .cpp)

Contributions (They are equitable):

Zach

- askYesNo() logic
- checkInts() logic
- Die class
- Player Class
- Basic main layout

Dustin

- Game Logic (playRound)
- All hard mode functions and requirements
- Checks, Math, and Calculations within Main