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Homework 2 Summary

The purpose of this program is to create a Yahtzee game where the rules can be determined by the user. For this program I used one class, Yahtzee, and several methods within the class to complete the task. I completed it this way because my original program was built off of one class as well. One major programming issue I ran into was how to dynamically create the string 'keep' that stores whether or not you want to keep the roll. I fixed this problem by creating 2 arrays and filling them with all 'y' and all 'n' then converting the all 'n' array to the keep string. I addressed the problem this way because I am more familiar with arrays and they are easy to work with in this setting. In retrospect, if I had more time, I would have separated by methods into more than one class to clean up the code a bit more.

| Yahtzee |
|------------------|
| upperScoreCard |
| lowerScoreCard |
| rollDie |
| maxOfAKindFound |
| totalAllDice |
| sortArray |
| maxStraightFound |
| fullHouseFound |
| play |
| readFile |
| setUpDiceRolls |
| writeFile |