The project 1, which I have developed has three activities. Activity 1 has the high-level flowchart of the program developed for activity 2. Activity 2 has the following .java file named:

**P1A2\_SIVARAMANVENKATARAMAN\_aswinras. Java**

This file contains the following functions:

1) **public static int rollDie (int min, int max)**- This function can be reused, even if the number of die in the game is increased. Suppose, in our game, if we increase the number of die from 4 to 6, then all we need to do is change the min and max value accordingly.

**P1A3\_SIVARAMANVENKATARAMAN\_aswinras. Java**

1) The following functions from this file have been reused in **P1A3\_DIE\_SIVARAMANVENKATARAMAN\_aswinras. Java**

a) public static void playManual ()

b) public static welcome(String username)

c) public static void playAutomatic()

It has been reused only because it was public. If it had been declared private, then we could not have used it.