**Ten Pin Bowling scoring**

This is a pure Ruby code that given a sequence of numbers as rolls for up to 10 try and calculate the final point .

* The game is played in ten frames. At the beginning of each frame, all ten pins are set up. The player then gets two tries to knock them all down.
* If the player knocks all the pins down on the first try, it is called a strike and the frame ends.
* If the player fails to knock down all the pins with his first ball, but succeeds with the second ball, it is called a spare.
* After the second ball of the frame, the frame ends even if there are still pins standing.
* A strike frame is scored by adding ten, plus the number of pins knocked down by the next two balls, to the score of the previous frame.
* A spare frame is scored by adding ten, plus the number of pins knocked down by the next ball, to the score of the previous frame.

**Features**

There are some features of this code

* To support strike and spare point
* Validates the input sequence and raise exception for bad input data
* Get pins from string containing numbers with one white space between them
* Return current result for provisional result
* The game score is the total of all frame scores.

**Test case**

“ 10 4 5 9 1 10 7 3 5 5 2 3 ” in this case 10 indicates strike , tow number in one frame with sum of ten means spare , so here we have two strikes and 3 spares finally the result :19 + 9 + 20 + 20 +15 +12 + 5 = 100