View Class

Instance Variables: Controller Object; int Turns\_Per\_Person;

Constructor

Initialize controller;

Set Turns\_Per\_Person equal to 13

Play Game

Show a J Option Panes with the game rules

Get Number of Players from User

If the number of players is greater than 0 and less than 7

Set Players in Controller

Create an int tracker to 0 for a while loop

While loop set to the Turns\_Per\_Person\*number of players

Call the player turn method

Call method seeScore

Call Controller method endTurn

Call getWinner method on Controller

Send message to the J Option Pane “Player “+num from getWinner+” WON!!!”

Turn

Create an array to track the dice for this turn

For loop from 1-3

If loop=1

Tell controller to roll the dice

else

Ask user which dice to roll(show them the dice)

Roll those dice through controller

Show them what they rolled

Boolean for if entered a valid place to score

While loop for Boolean=false

Call Score method

Send string returned to controller using controller setScore method

Set Boolean to whether or not the score went through(ie if valid)

Score

Boolean works=false;

Variable for string retrieved from user

While loop for works being false

Get the string from the user for where they want to score.

Print the options using the getPossible method (on Controller) and the data in that array

Works set to testScore(String gotten from user)

Return string retrieved from user

Private TestScore(String)

Using the getPossible method test the String parameter against the strings in the array

If it is there return true

Else return false

printScoreCard

print in J option pane the array you get when you call getScoreCard on the Controller

seeScore

ask the user if they want to see the their score card.

If yes

printScoreCard