PRINCE CHUKWUEMEKA CHUKWU

CSE 210 – PROGRAMMING WITH CLASSES

How did you apply abstraction in your program's design?

The first step in my application of abstraction in the dice game program is by implementation of classes. By creating classes that with states and behaviors, I was able to simplify the concept of my program and gain more control over it.

For instance, in the dice game, I created the Die class which allows me to create instance of a die and have its value and points. This allows me to use it in another class: the Director class that controls the sequence of play.

From the director class, I could create instance of the die and then use it to create the game.