Question 2: TokenPass

Part (a)	`TokenPass` constructor	**4 points**

Intent: *Create* `TokenPass` *object and correctly initialize game state*

+1   Creates instance variable `board` as `int` array of size `playerCount`

+1   Computes a random number between 1 and 10, inclusive, and a random number between 0 and `playerCount-1`, inclusive

+1   Initializes all entries in `board` with computed random value *(no bounds errors)*

+1   Initializes instance variable `currentPlayer` to computed random value

Part (b)	`distributeCurrentPlayerTokens`	**5 points**

Intent: *Distribute all tokens from* `currentPlayer` *position to subsequent positions in array*

+1   Uses initial value of `board[currentPlayer]` to control distribution of tokens

+1   Increases at least one `board` entry in the context of a loop

+1   Starts distribution of tokens at correct board entry

+1   Distributes next token (if any remain) to position 0 after distributing to highest position in board

+1   On exit: token count at each position in `board` is correct

Question-Specific Penalties

-2   (v) Consistently uses incorrect array name instead of `board`

-1   (y) Destruction of persistent data (`currentPlayer`)

-1   (z) Attempts to return a value from `distributeCurrentPlayerTokens`