

// testing plan

Stave.java

D. all FV's - roll 1 → roll 4, score, running score

→ Constructor of Stave()

I. all FV's to 0

main()

- instantiate Stave as st

- call runGame()

→ runGame()

- call playGame()

- call scoreGame()

- call updateScore()

repeat
3
times

playGame (no para.)

- Make instance of Scanner

- Make instance of Roll

- Make instance of Show Stave

- take in "enter" from user - nextLine()

- call Roll() and store in roll1, roll2

- put all roll values into FVs.

- Send rolls to displayStave()

repeat 4
times

roll3, roll4
as char

→ scoreGame (no para.)

Code given

- reads each character (= Staves up/down)

- calculates score for one turn

(1 roll of 4 Staves)

- adds the score by 1 on each roll to same in Score

→ updateScore (no para)

- adds value to running score

- prints score for roll (score)

- prints the total (running score)

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→ Roll.java

Roll() - constructor

rollStave (no para)

- math.random 2 numbers

- return char value

→ ShowStave.java

ShowStave() - constructor

DisplayStave (char rollResult)

- Print roll Result