**//Part (a) solution**

public TokenPass(int playerCount)

{

board = new int[playerCount];

for(int i = 0; i < board.length; i++)

{

board[i] = (int)(10 \* Math.random()) + 1;

}

currentPlayer = (int) (playerCount \* Math.random() );

}

**//Part (b) solution**

public void distributeCurrentPlayerTokens()

{

int numToDistribute = board[currentPlayer];

board[currentPlayer] = 0;

int i = currentPlayer + 1;

while(numToDistribute > 0)

{

if(i == board.length)

{

i = 0;

}

board[i]++;

numToDistribute--;

i++;

}

}