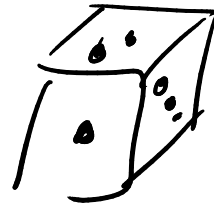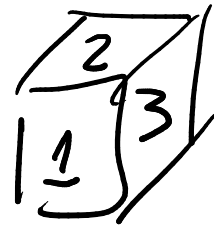# Classes/objects

dice

- assignment

↳ class Die
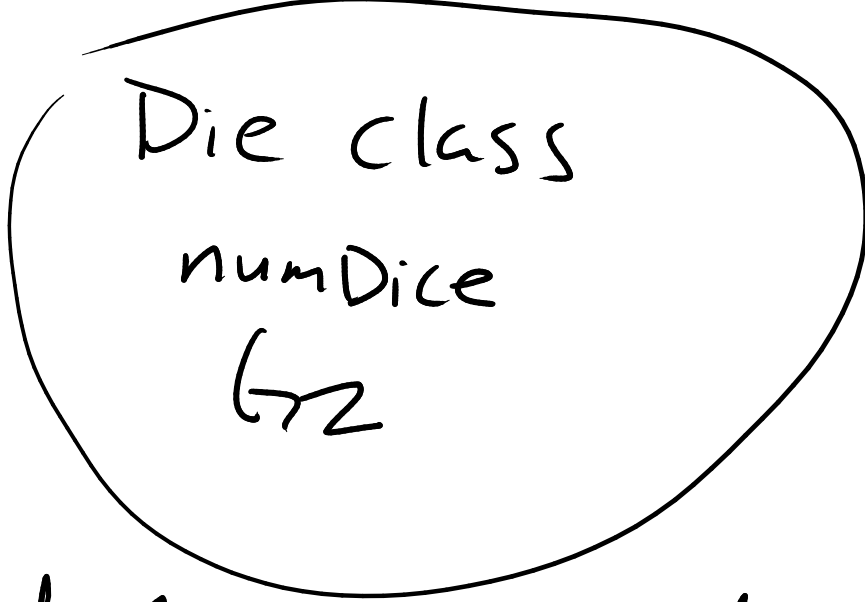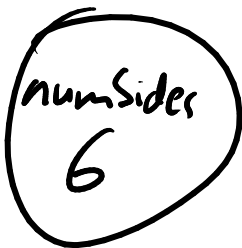
Number Cube

Keep track of how many Dies
we have

- it doesn't make sense for this
count to be an instance variable
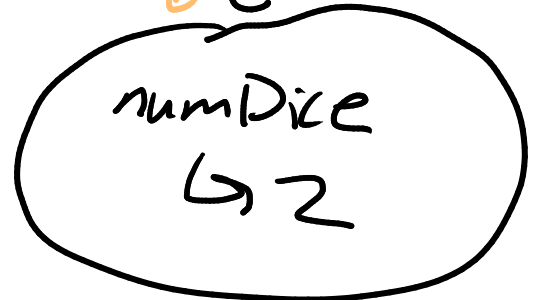(every Die object would have that
count)

- we should have one count

Die class
numDice
$\hookrightarrow$ 2
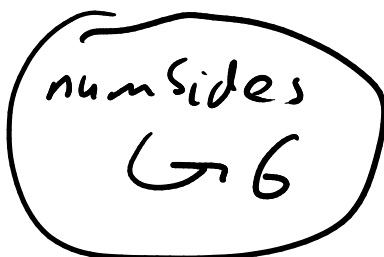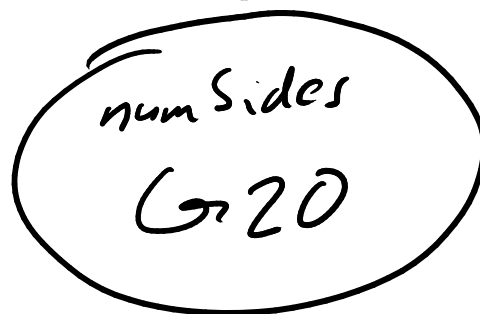
die1

numSides
6

die2

numSides
20

companion
object

Kotlin: Die class   special object
(only one per class)

numDice
$\hookrightarrow$ 2

die1

numSides
$\hookrightarrow$ 6

die2

numSides
$\hookrightarrow$ 20

M/W   9:50am

F   9:40 am

Project: W/F

Maven / building code