

Find The Thimble Class
played: integer lost: integer won: integer numGames: integer numUserWins: integer numGamesPalyed: integer
isGameOver() userWins() guess() hideTheThimble() convertGuessToInt() play()

public boolean isGameOver()

return: Boolean value determines whether the game is over or not  
 purpose: determine whether the game is over or not

public Boolean userWins()

return: Boolean values whether the user wins or not  
 purpose: determine whether the user wins or not

public boolean **guess**(String)

param1: String, "Left" or "Right"  
 return: whether guess is right or not  
 purpose: to proceed the actual guessing part of the game. Input left or right and determine whether the guess is right or not

public int **hideTheThimble**()

return: integer, randomly chosen 1 or 0  
 purpose: the hiding part of the game. Returns 0 or 1 which represents Right and Left

public int **convertGuessToInt**(String)

param1: String, Left or Right  
 return: integer, 0 or 1 which represents right hand or left hand

purpose:        convert the user input (left or right) into 0 or 1

public void **play()**

purpose:        The main method of the game procedure