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| Find The Thimble Class |
| played: integer  lost: integer  won: integer  numGames: integer  numUserWins: integer  numGamesPalyed: integer |
| isGameOver()  userWinds()  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 procudure