Franklin Nuth

CSC316-A

Assignment 6.33 - Craps Simulator

6 December 2018

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| **CrapsDriver**  **+** void **main(**[]args: String) |

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| **Craps**  +SecureRandom randomNumbersCraps = new SecureRandom()  +Crowd crapsCrowdResponse = new Crowd()  Player playerDice = new Player()  Player playerRole = new Player()  Dealer dealerRole = new Dealer()  HouseBank housebankRole = new HouseBank()  int PlayerBank = playerRole.getPlayerBank()  int HouseBank = housebankRole.getHouseBank()  int playerBet = playerRole.getBetAmount()  - enum Status  - Status gameStatus  - static final SNAKE\_EYES = 2: int  - static final TREY = 3: int  - static final SEVEN = 7: int  - static final YO\_ELEVEN = 11: int  - static final BOX\_CARS = 12: int  - myPoint: int  <**constructor**> Craps()  + void playCraps() |

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| **Dealer**  Player dealerSeePlayerDice = new Player()  <**constructor**> Dealer()  +announceThrowDiceResult(): String |

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| **HouseBank**  - houseBank = 10000: int  Player playerObjectForBank = new Player()  - playerWager = playerObjectForBank.getBetAmount()  <**constructo**r> HouseBank()  + getHouseBank(): int  - void setHouseBank(houseBank: int)  + void houseWins(playerWager: int)  +void houseLoses(playerWager: int |

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| **Die**  - SecureRandom randomNumbersDie = new SecureRandom();  - dieFaces: int  <c**onstructor**> Die()  + getRollingDie(): int  - void simulateAndSetRollingDie(dieFaces: int) |

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| **Dice**  Die Die1 = new Die()  Die Die2 = new Die()  - diceTotal: int  - rolledDie1: int = Die1.getRollingDie()  - rolledDie2: int = Die2.getRollingDie()  <**constructor**> Dice()  + getTotalOfDice(): int  - void setTotalOfDie(diceTotal: int) |

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| **Player**  Scanner inputBet = new Scanner(System.in)  Dice playerThrowDice  - playerBank = 1000: int  - betAmount: int  + rolledAmount: int  + thrownDice: int  <c**onstructor**> Player()  **+** getPlayerBank(): int  - void setPlayerBank(playerBank: int)  + getBetAmount(): int  + void setBetAmount(betAmount: int)  + throwDice(): int  + getRolledDice(): int  + void playerWinds(betAmount: int)  + void playerLoses(betAmount: int) |

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| **Crowd**  SecureRandom randomNumbersForCrowd = new SecureRandom()  **-** randomNumber = randomNumbersForCrowd.nextInt(3): int  **<constructot>** Crowd()  **+** void getCrowdWinResponse(): int  + void getCrowdLoseResponse(): int  + void getCrowdPoint Response(): int |