Understand the scoring sc

1. User inputs bowling scores.
2. Score is calculated

3 types of frame

1 - strike 10 on first — first = 10, 2nd = 0
2 - spare 10 — 1st + 2nd = 10
3 - open <= 9 — 1st + 2nd < 10

frame
first:
second:
category:

Score as you go along

~~Total~~
Running total

Round:
List of frames

[x,

[

X
S
0-9

Round:
frames:
score:
playNextFrame():
startGame():
finish():
updateScore():

2nd way Compute Score after everything entered.

Test Cases:

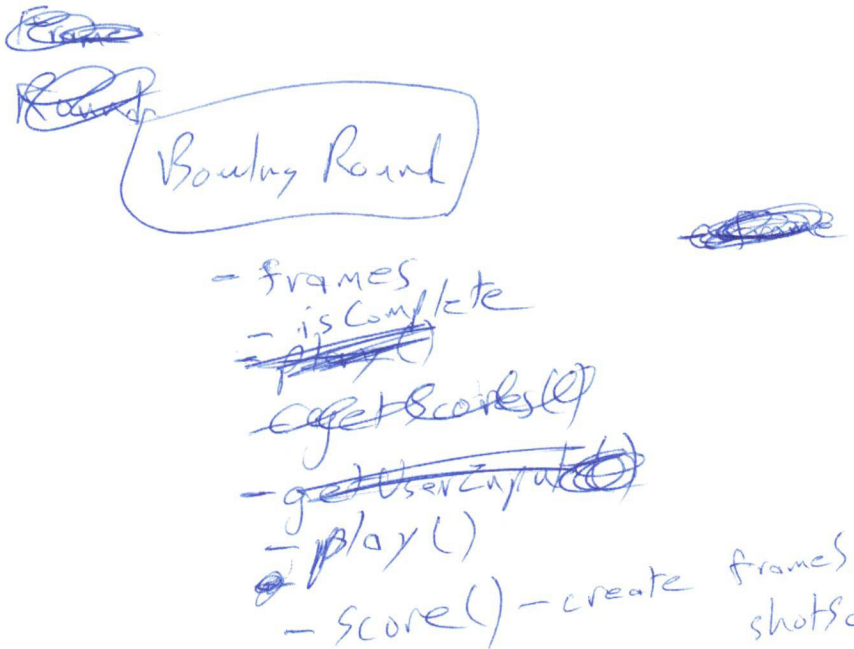
~~Frame 0~~

Frame 1-9

1) All open
2) Non-consequitive strike
3) Non-consequative spare
4) consequetive strike x 2
5) consequetive spare x 2
6) Consqutive strike x 3
7) Consquetive ~~strikes~~ spare x 3
8) Consequetive strike then spare
9) Corsqutive spare then Strike
10) All strikes
11) All spares

Frame 10

1) ~~All open~~ Open, 2 shots, < 10 total
2) spare + 1 shot
3) strike + 2 shots
4) 2 strikes + 1 shot
5) 3 strikes


Bowling Round
- frames
- isComplete
- play()
- getScores()
- getUserInput()
- play()
- score() - create frameShotInd by shotScores iterating through frames
Frame
- shots
- addShot()
- frameType
Shot
- pinsKnockedDown
- setValue()

Frames

↓

shots

FrameIndex

ShotIndex

we want to reference a position from the current shot forward

Scoring goes from frame to frame

List of shots

List of Frame

Each frame points to ~~a~~ 1 ~~or~~ to 3 shots, index into shots

Bowling Data

- ~~[illegible]~~ frameShotScores
- ~~[illegible]~~ frameShot2nd
- shotScores
- ~~[illegible]~~ nFrames
- * addFrame()
- ~~* getUserInput()~~
- ~~* ScoreFrames~~

public

- * printScores
- * getTotalScore
- ~~[illegible]~~ totalScore

Support functions
- getUserInput
- ~~[illegible]~~ updateScore

~~[illegible]~~ addFrame

Handle