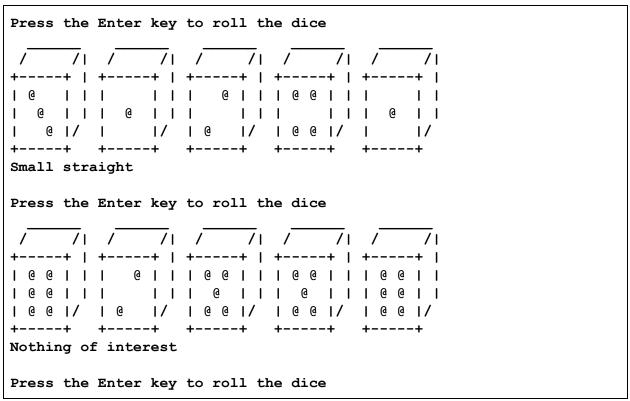
## Prog 5: Yachtzee-3D

Develop a MiniAT assembly program that uses the "dead beef" pseudo random number generator from the link below to generate five random dice, drawn in ASCII-3D, and identify the name of the hand.

http://inglorion.net/software/deadbeef\_rand/

Your program should produce an interaction formatted EXACTLY as exemplified below for full credit.



The program will continue this way forever; Ctrl-c will be required to terminate the application.

Following are all the hand strings your program may print in order of precedence:

Hand String	Requirement
YACHTZEE!!!	one number shows up 5 times
Large straight	a sequence of 5 numbers is rolled: 15 or 26
Small straight	a sequence of 4 numbers is rolled: 14, 25 or 36

Full House	3 dice with the same value and 2 dice with another. Example: 2 4 2 2 4	
Four of a kind	4 dice with the same value	
Three of a kind	3 dice with the same value	
Nothing of interest	2 or fewer dice with the same value	

## Helpful logic hints

I recommend first counting the number of times each number, 1--6, appears... say counts[1] through counts[6]. Then find the largest counts value. If the largest counts value is 5, YACHTZEE!!!. If the largest counts value is 4, four of a kind. If the largest counts value is 3, check if any counts value is 2... if so, full house... if not, three of a kind. If largest counts value is 1 and the number 1 or 6 has a counts value of 0, large straight. ... and so on ...:-)

## Grading

This assignment has many independent elements. The value of each of is listed below to guide you in completing the assignment incrementally.

Feature	Points / 100
infinite loop progressing with prompt that waits for Enter key	10
demonstrating five random numbers are generated	30
dice drawn with '@' pips	10
dice framed with 2D front rectangle	8
dice have primary 3D beveling effect	7
dice have that tricky 3D beveling bit on the bottom right	5
correct hand strings printed with each new roll	30

## Submit only your assembly program