**CAB201: Various Games**

**Statement of Completeness**

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**List of Private Methods in**

* **Double Dice Pig Game**
  + private void RollDice()
    - The code taken out of RollButton\_Click, called only after Dice.Stop();
  + private void UpdatePictureBoxes()
    - Generates random values while counter is less than 11.

Note: Single and double pig games have a few public variables for scores and players, as I couldn’t find another way.

* **Twenty- One Game**
  + private static void ReplacementCards(int needed)
    - The game eventually crashes because it runs out of cards. This method prevents it from happening and replaces them.

**Known problems, logical errors and/or run-time errors.**

* **Single Die Pig**
  + *none*

* **Double Dice Pig** 
  + *none*
* **Twenty-One**
  + *none*
* **Solitaire**
  + Not attempted.