finalProject::Farkle finalProject::Dice int -score: -r = new Random(): Random -roundScore: int -Dice(): ctor -dice: int[] ~roll(): int -activeDice: int[] +main(String[] args): void -farkle: boolean -Farkle() -getDice(): int[] -qetScore(): int -getRoundScore(): int -getFarkle(): bolean -roll(int[]): int[] -rollAll(): int[] -testScore(boolean[]):int -testFarkle(): boolean -resetRound(); void

finalProject::FarkleGui

Responsibilities
-- Visually represent game
-- Send and recieve information to Farkle class

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