

Homework #1 Design and Development Considerations
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CPSC224: Software Development

Summary:

Homework #1 is a beginning version of Yahtzee where it generates a hand by giving the user to chance to roll three times and decide which die to keep. Then it calculates their final possible scores for each line of the scoresheet.

Design Overview:

I followed the design from Professor Worobec's GitHub example. I created a die method and I was going to create methods for the lower portion of the scorecard, but I couldn't figure it out. I used a do-while loop to continue playing the game and created most of the program inside main.

UML Class Diagram:

Design and Programming Issues:

Syntax and translation errors. I need to work more on understanding how java works in comparison to C++ and work out the kinks that I continually got stuck on and slowed me down while programming.

Retrospective:

I was sick all this week so I wasn't able to work on it as much as I would have, and I didn't get to finish it. I would have gone in and asked about some of the translation issues I was having. Most of my issues came from not understanding the Java language well enough. I understand and could write the program in C++, but I struggled in writing it in Java. Therefore, I need to spend some more time understanding Java and go into office hours to better understand when I get confused.