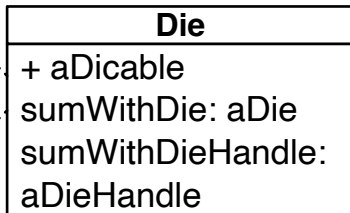


+ aDicable
^ aDicable sumWithDie: self



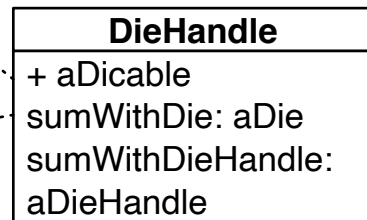
sumFromDie: aDie

^ DieHandle new
addDie: self;
addDie: aDie;
yourself

sumWithHandle: aDieHandle

I hd I
hd := DieHandle new.
aDieHandle dice
do: [:each I hd addDie: each].
hd addDie: self
^ hd

+ aDicable
^ aDicable sumWithHandle: self



sumWithDie: aDie

I handle I
handle := self class new.
self dice do: [:each I handle addDie: each].
handle addDie: aDie.
^ handle

sumWithHandle: aDieHandle

I hd I
hd := self class new.
self dice do: [:each I hd addDie: each].
aDieHandle dice do: [:each I hd addDie: each].
^ hd