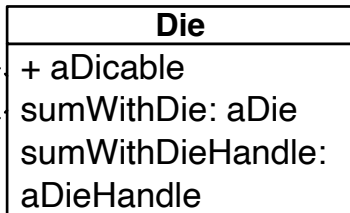


+ aDicable  
^ aDicable sumWithDie: self



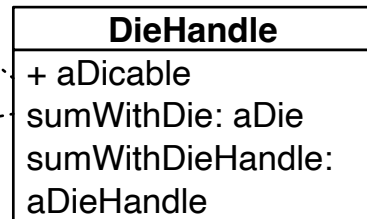
sumWithDie: aDie

^ 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