```
                          ┌──────────────┐
                          │   Yahtzee    │
                          └──────────────┘
```

Yahtzee

Game

One: integer
Twos: integer
Threes: integer
Fours: integer
Fives: integer
Sixes: integer
3 of a kind: integer
4 of a kind: integer
Full house: integer
Small straight: integer
 Large straight: integer
Yahtzee: integer
Chance: integer
currentCount: integer
sortArray:
foundFH: boolean
found3K: boolean
found2K: boolean
maxLength: integer
curLength: integer
Counter: integer
Swap: boolean
Temp: integer
count: integer
MaxCount: integer
maxOfAKindFound: integer

fullHouseFound( ): integer
maxStraightFound( ): integer
maxOfAKindFound( ): integer

Player

Hand: integer
Turn: integer
Keep: string

Die

Roll: integer
dieNumber: integer
DICE_IN_PLAY
dieValue: integer
diePosition: integer
total: integer

totalAllDice( ): integer
rollDie( ): integer