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Cs 172

Final Project

Individual Summary

In this project I worked on my own. My goal was to create a beginners experience to the casino game craps. This was used using vectors and pointers to run the program so that so that it can find the unique rolls of the dice class and then do a specific action based on each roll. A file output was used to save the score from the game.

During the design of my final project I had found some struggles. One of the first problems I had was with the dice implementation. I struggled to add the results of two dice in the class and in the source code. To fix the problem I made the dice out of 12 numbers from 1 to 12. This causes some inaccuracy because in real life 2 and 12 have a 1/36 chance of appearing on a dice, while 1/6 chance of appearing. With my design the numbers all have an even chance of appearing. Another change in the code from the original design was the gamble class. Instead of using a class I made a pot integer in the source code and used it to keep track of the money won and lost. For the most part I kept all of my original designs but I did not keep the pointer. Without it my project is not complete. I found it difficult to implement the pointer to point to a specific element and read it. The code still runs fine, it just doesn’t break when one of the numbers that would usually end the round is rolled. If you pay attention and play honest it still runs as intended.

I feel that what I learned in class mostly prepared me for it. The only trouble that came was remembering the earlier items learned from the beginning of semester and other item that were covered in CS 1. I found myself having to do a quick brush up on certain things before putting it into code.

If I had the opportunity to this project again I would have made sure the pointers work. Without it the project is only 90% complete. The game continues to run even after it was supposed to end. I would also like to have more time to make a gamble class and also to be more creative with the files and allow the user to continue a previous game.