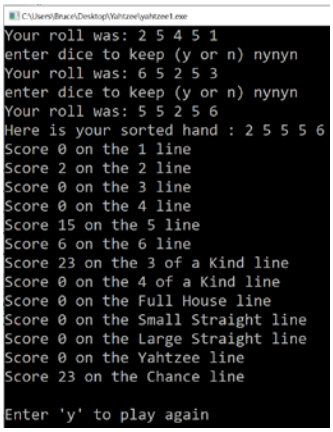
Programming Assignment 5

Due March 9th, Friday @10 pm (firm deadline)

THE PROBLEM:

Produce a java equivalent of the yahtzee1.cpp program.

Execution and output of your solutions should be roughly identical to the C++ version, an example of which is shown here:



The classes you produce to complete this assignment will potentially be used in subsequent individual assignments and will be part of the toolkit you bring to your team for our group project. Given that, I would suggest consulting chapter 4 in Horstmann and pp 35-52 in Fowler to make sure your classes are well designed.

This assignment is intended to have you work through most of the java basics found in chapter 3 of Horstmann. One hint: The way you store a hand might more flexible down the road if you use a generic ArrayList. This is not required but may save you some rework later.

SUBMISSION:

When formatting and turning in your assignment be sure to follow the Programming Style Guide and include the Program Cover Sheet. Additional instructions for this assignment include:

> Turn in the elctronic copy of your code via dropoff.
>
> Include a UML Class Diagram that includes all classes that are part of your solution as part of your paper submission. Diagrams must be produced by a software tool and not hand drawn.
>
> Include screen snips of three test executions showing a small straight, a full house, and a 4 of a kind.

IMPORTANT:

This is an individual assignment. Everything you turn in should be the result of keystrokes done by you. You should not share your code nor look at code of your classmates. It is ok to have generalized discussions about java and to have high-level design discussions about the classes, attributes, and methods necessary for the solution.