

Hand.java

```
1// Kevin Andrew Hance
11
12import java.util.*;
13
14public class Hand {
15
16    private int maxDieValue;
17    private int handSize;
18    private ArrayList<Die> handList = new ArrayList<Die>();
19
20    //default constructor assumes 5 dice in a hand
21    public Hand()
22    {
23        handSize = 5;
24        maxDieValue = 6;
25        for(int i = 0; i < handSize; i++)
26            handList.add(new Die(maxDieValue));
27    }
28
29    //this constructor takes in an int parameter as the # of dice
30    public Hand(int size, int maxDieValue)
31    {
32        handSize = size;
33        for(int i = 0; i < handSize; i++)
34            handList.add(new Die(maxDieValue));
35    }
36
37    //takes in a string as a parameter and re-rolls dice in hand based on contents of string
38    public void rollDice(String keep)
39    {
40        for(int i = 0; i < handSize; i++)
41        {
42            if(keep.charAt(i) == 'n')
43            {
44                handList.set(i, new Die());
45            }
46        }
47    }
48
49    //prints hand in the following format: 5 2 4 1 5
50    public void printHand()
51    {
52        for(int i = 0; i < handSize; i++)
53        {
54            System.out.print(handList.get(i).getDieVal() + " ");
55        }
56        System.out.println();
57    }
58
59    //returns reference to the specified Die
60    public Die getDie(int dieNumber)
61    {
62        return handList.get(dieNumber);
63    }
64
65    //returns int value of the specified Die
66
```

Hand.java

```
67 public int getDieVal(int dieNumber)
68 {
69     return handList.get(dieNumber).getDieVal();
70 }
71
72 //sorts hand from least to greatest value
73 public void sortHand()
74 {
75     Collections.sort(handList);
76 }
77
78 // getter
79 public int getHandSize() {
80     return handSize;
81 }
82 // setter
83 public int getMaxDieValue() {
84     return maxDieValue;
85 }
86 }
87
```