public class Player {

void Sort() {

for ( int i = 0 ; i < Dices.length ; i++ ) {

for ( int j = i ; j < Dices.length ; j++ ) {

if ( Dices[i].get\_num() > Dices[j].get\_num() ) {

泡沫排序法

}

}

}

} // Sort

int total() {

int num = 0 ;

for ( int i = 0 ; i < Dices.length ; i++ )

num計算所有骰子總和

return num ;

} // total

boolean pair() { //判斷是否為pair

for ( int i = 0 ; i < Dices.length - 1 ; i++ ) {

if ( Dices[i].get\_num() == Dices[i+1].get\_num() )

return true ;

}

return false ;

} // pair

boolean three\_of\_a\_kind() { //判斷是否為three of a kind

for ( int i = 0 ; i < Dices.length - 2 ; i++ ) {

if ( Dices[i].get\_num() == Dices[i+1].get\_num() && Dices[i].get\_num() == Dices[i+2].get\_num() )

return true ;

}

return false ;

} // three\_of\_a\_kind

boolean straight() { //判斷是否為straight

for ( int i = 0 ; i < Dices.length - 1 ; i++ ) {

if ( Dices[i].get\_num() != Dices[i+1].get\_num() - 1 )

return false ;

}

return true ;

} // straight

void Print() {

if ( three\_of\_a\_kind() ) 印出結果:three of a kind

else if ( pair() ) 印出結果:pair

else if ( straight() ) 印出結果:straight

else 印出結果:所有骰子數字總和

} // print

public void start() {

for ( int i = 0 ; i < Main.get\_dices() ; i++ ) {

根據main讀取到的骰子數與骰子面數設定關參數

} // for

Sort() ;

Print() ;

} // start

}