CLASS: Hide The Thimble

public void **startDisplay**()

return: void

purpose: displays to the user the description of the Hide the thimble game

public void **getBestOfNum**()

return: void

purpose: prompts user for bestOfNum, number of games to play up to

public void **putThimble**()

return: void

purpose: randomly chooses which of the computer’s theoretical hand to insert the thimble into, updating the computerHand variable

public void **getThimbleGuess**()

return: void

purpose: prompts the user for a guess. Ensures only ‘L’ and ‘R’ are acceptable inputs. Updates the playerHand variable accordingly

public void **checkGuess**()

return: void

purpose: checks the playerHand versus the computerHand for similarity and acts accordingly. Increments scores for winner and checks score to bestOfNum. If score hits bestOfNum, game terminates.

public void **displayScoreboard**()

return: void

purpose: displays to the user a scoreboard with previous round’s score (as instructed in use case).