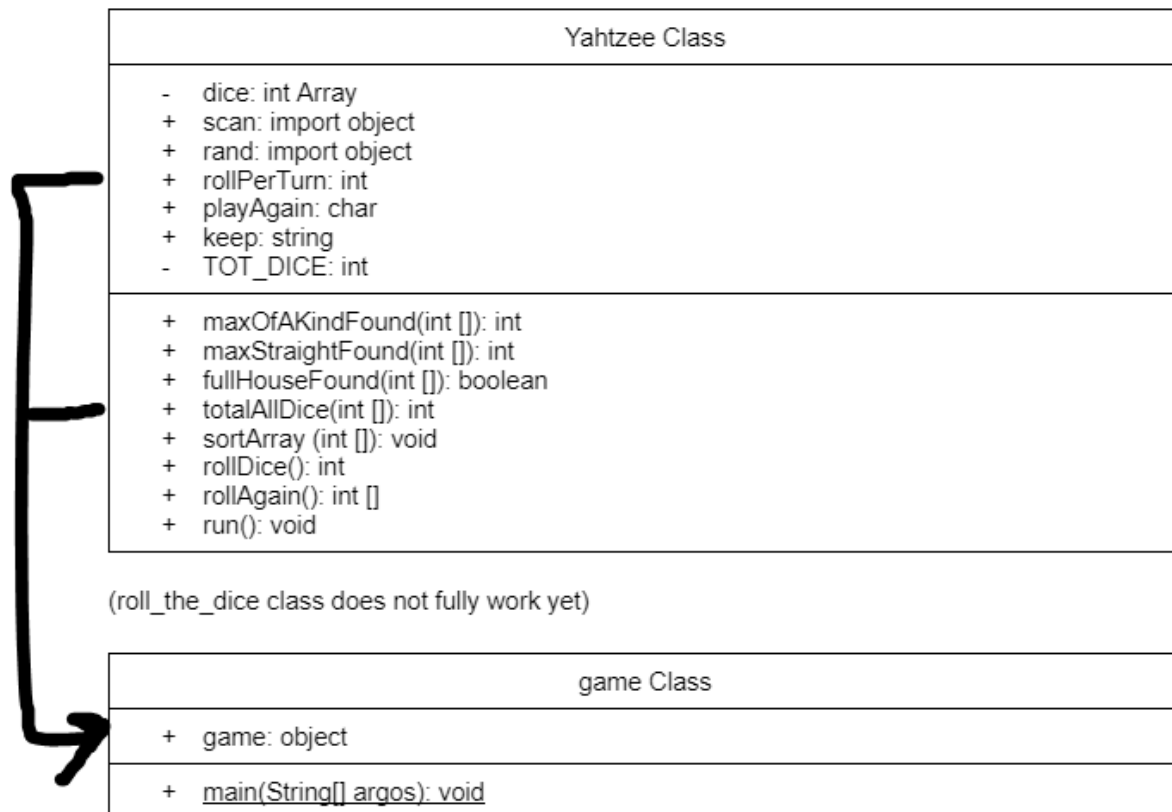


Summary

The goal and purpose of my program is to run the game of yahtzee in the terminal. The goal was to have no errors and/or bugs while executing the code. The game is supposed to perform flawlessly without any miscalculations in the scorecard, and the dice should respond to what the player is directed to input.



The only “major” issue I ran into was class setup. I failed to setup the `roll_the_dice` class correctly in the end since I kept getting an “int type” mismatch error whenever I tried to roll the dice, so I just kept my `rollDice()` method and will try again next homework. I addressed this in such a way since next assignment I will be fully focusing on distributing methods into classes. This time around, I just wanted to get everything working perfectly and did not focus on OOP as much.

What I would have done differently if I had more time would be split up more methods into classes. I’m brand new to java so making methods into classes seems daunting when the entire assignment works perfectly fine without additional classes. However, I want to become a better programmer when it comes to OOP, so I will make sure to dive deeper into this issue and address it.