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CSE-278

Fall 18

Homework 2

Program PLAYDICE

Program Description: This program allows for the user to play a dice game that follows a series of rules that enable winning. The user wins the game when one of the conditions of the winning dice rolls is met, and the number of rolls required is printed upon a win condition being met.

Use of the Program: The user can test the program's object PairOfDice by executing the program ./test-dice, which will not require any input from the user. This program will demonstrate that all required fields of use are working. However, the more important program, the game, can be executed on the linux server with ./play-dice. After executing the program, the user is required to hit Enter on their keyboard to roll dice. After the user rolls, the user's score will be printed and the computer will roll it's dice. Whoever rolls a win condition in the least amount of rolls wins the game, and the score and winner is outputted.

Bugs: N/A