

pratiksh665 / tp\_2\_skunk

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CODE SMELL: decoupled Player and Dice objects; took business logic out

Browse files

of Dice; created SkunkDice for game specifics

anna\_junit (#7) + anna\_refactoring (#7)

Macks2514 committed 11 days ago

1 parent e24cd0d commit 405a7751764ffa4ef19d5ad3e195f6d2d675e2fb

Showing 5 changed files with 51 additions and 61 deletions.

Unified Split

1 SkunkProject/bin/.gitignore

@@ -11,3 +11,4 @@

11 11 /Turn.class

12 12 /TurnTest.class

13 13 /UI.class

14 + /SkunkDice.class

2 SkunkProject/src/AppRunner.java

@@ -25,7 +25,7 @@ public void displayGame(Controll

25 25 roundInProgress = true;

26 26

27 27

28 - for (int round = 1; round <= 3; round++) {

28 + for (int round = 1; round <= 5; round++) {

29 29 roundInProgress = true;

30 30 while (roundInProgress) {

31 31 stdout.println("\nRound " + round + "\n");

32 32

22 SkunkProject/src/Controller.java

@@ -11,7 +11,7 @@

11 11 public class Controller {

12 12

13 13 public ArrayList<Player> playerList = new ArrayList<Player>();

14 - public Dice dice;

14 + public SkunkDice dice;

15 15 public int kitty;

16 16 public int roundGoal = 100;

17 17 public Player currentPlayer;

18 18

19 19 @@ -51,7 +51,7 @@ public String playerTurn(String decision) {

20 20

21 21

22 22

23 23

24 24

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33 33

34 34

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49 49

50 50

51 51

52 52 else if (decision.equalsIgnoreCase("Yes")) {

53 53 turnInProgress = true;

54 - dice = new Dice();

54 + dice = new SkunkDice();

55 55 message = "\n" + currentPlayer.name + "'s turn";

56 56

57 57

58 58

59 59

60 60

61 61 //Method for player continuing their turn

62 62 public String playerTurnContinue(Player player) {

63 - dice.roll(player);

63 + dice.roll();

64 + if (dice.isSkunk())

65 + {

66 + player.turnScore = 0;

67 + }

68 +

69 + else if (dice.isDoubleSkunk())

70 + {

71 + player.turnScore = 0;

72 + }

73 +

74 + else

75 + {

76 + player.turnScore += dice.getDiceValue();

77 + }

78 +

79 + // player.setTurnScore(dice.getDiceValue());

80 80 return rollInfo(player);

81 81 }

82 82

69 SkunkProject/src/Dice.java

@@ -2,8 +2,6 @@

2 2 public class Dice

3 3

4 4 {

5 - private boolean isSkunk;

6 - private boolean isDoubleSkunk;

7 5 private Die die1; //Dice talks to Die

8 6 private Die die2; //Dice talks to Die

9 7

10 10

11 11 @@ -16,20 +14,25 @@ public Dice()

12 12

13 13

14 14 this.die2 = new Die();

```

17 15      }
18 16
19 - //      public Dice(int[] programmableroll)
20 - //      {
21 - //          //int[] programmableroll = programmableroll;
22 - //          this.die1 = new Die(programmableroll);
23 - //          this.die2 = new Die(programmableroll);
24 - //      }
25 - //      }
26 +      public Dice(int[] programmedrolls)
27 +      {
28 +          int[] programmableroll = programmedrolls;
29 +          this.die1 = new Die(programmableroll);
30 +          this.die2 = new Die(programmableroll);
31 +      }
32 +      }
33
34 24      public Dice(Die die1, Die die2) // overloaded constructor
35 25      {
36 26          this.die1 = die1;
37 27          this.die2 = die2;
38 28      }
39 29
40 30
41 +      public void roll() {
42 +          die1.roll();
43 +          die2.roll();
44 +      }
45 +
46
47 36      public int getDie1() {
48 37          return die1.getLastRoll();
49 38      }
50
51 @@ -38,59 +41,11 @@ public int getDie1() {
52 41      public int getDie2() {
53 42          return die2.getLastRoll();
54 43      }
55
56 - // Instance methods can also be declared anywhere
57 - // Convention: after constructors
58
59 -      public void roll(Player player)
60 -      {
61 -          // roll each of die1, die2, sum their last rolls,
62 -          // then set Dice.lastRoll to this value
63 -          die1.roll();
64 -          die2.roll();
65
66 -          if (die1.getLastRoll() == 1 || die2.getLastRoll() == 1 && getDiceValue() != 2)
67 -          {
68 -              player.turnScore = 0;
69 -              isSkunk = true;
70 -          }
71
72 -          else if (getDiceValue() == 2)
73 -          {
74 -              player.turnScore = 0;
75 -              isDoubleSkunk = true;
76 -          }
77 -          else
78 -          {
79 -              player.turnScore += getDiceValue();
80 -              isSkunk = false;
81 -          }
82 -      }
83
84 -      public boolean isSkunk()
85 -      {
86 -          return isSkunk;
87 -      }
88
89 -      public boolean isDoubleSkunk() {
90 -          return isDoubleSkunk;
91 -      }
92
93 45      public int getDiceValue()
94 46      {
95 47          return die1.getLastRoll() + die2.getLastRoll();
96 48      }
97 49
98 50
99 -      public void roll(int[] programmableroll)
100 -      {
101 -          // roll each of die1, die2, sum their last rolls,
102 -          // then set Dice.lastRoll to this value
103 -          die1.roll(programmableroll);
104 -          die2.roll(programmableroll);
105 -          this.lastRoll = die1.getLastRoll() + die2.getLastRoll();
106 -      }
107
108 51      }

```

▼ 18 ■■■■■ SkunkProject/src/SkunkDice.java

... @@ -0,0 +1,18 @@

```

1 +
2 + public class SkunkDice extends Dice{
3 +
4 +     public SkunkDice() {
5 +
6 +     }
7 +

```

```

8 +
9 +     public boolean isSkunk()
10 +     {
11 +         return (getDie1() == 1 || getDie2() == 1 && getDiceValue() != 2);
12 +     }
13 +
14 +     public boolean isDoubleskunk() {
15 +         return (getDiceValue() == 2);
16 +     }
17 +
18 + }

```

0 comments on commit 405a775

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