Coding test

Send in a link to a git repository for a bowling scoring class. Please commit regularly so that we can determine workflow. Write the code as if you were delivering a production code. No need to have an application a class library will be sufficient.

## Bowling scoring



The game consists of 10 frames as shown above. In each frame the player has

two opportunities to knock down 10 pins. The score for the frame is the total

number of pins knocked down, plus bonuses for strikes and spares.

A spare is when the player knocks down all 10 pins in two tries. The bonus for

that frame is the number of pins knocked down by the next roll. So in frame 3

above, the score is 10 (the total number knocked down) plus a bonus of 5 (the

number of pins knocked down on the next roll.)

A strike is when the player knocks down all 10 pins on his first try. The bonus

for that frame is the value of the next two balls rolled.

In the tenth frame a player who rolls a spare or strike is allowed to roll the extra

balls to complete the frame. However no more than three balls can be rolled in

tenth frame.

## The requirements



* Write a class named “Game” that has two methods
  1. roll(pins : int) is called each time the player rolls a ball. The argument is the number of pins knocked down.
  2. score() : int is called only at the very end of the game. It returns the total score for that game.