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1. I was having trouble with getValue(), as I wasn’t able to understand how to implement it, but after discussing it with the TA during office hours I saw how to use it in player.cpp
2. Here’s a list of my test data: all test cases were passed

Die d;

**for** (**int** i = 1; i <= 100; i++)

{

d.roll();

**int** value = d.getValue();

assert( value >=1 && value <= 6 );

}

Player p;

assert( p.getScore() == 0 );

p.setRound( 1 );

assert( p.getScore() == 0 );

assert( p.roll( 6 ) == 6 );

assert( p.getScore() == 0 );

assert( p.roll( 5 ) == 5 );

assert( p.getScore() == 0 );

assert( p.roll( 1 ) == 1);

assert( p.getScore() == 1 );

p.setRound( 6 );

assert( p.getScore() == 0 );

assert( p.roll( 6 ) == 6 );

assert( p.getScore() == 1 );

Die d1;

d1.setValue( 1 );

Die d2;

d2.setValue( 2 );

Die d3;

d3.setValue( 3 );

Die d4;

d4.setValue( 4 );

Die d5;

d5.setValue( 5 );

Die d6;

d6.setValue( 6 );

Bunco b;

assert( b.determineRoundOutcome() == Bunco::NOTDECIDED );

b.computerPlay( d5 );

b.humanPlay( d5 );

b.endTurn();

assert( b.determineRoundOutcome() == Bunco::NOTDECIDED );

b.computerPlay( d1 );

b.humanPlay( d1 );

b.endTurn();

assert( b.determineRoundOutcome() == Bunco::NOTDECIDED );

b.computerPlay( d1 );

b.humanPlay( d2 );

b.endTurn();

assert( b.determineRoundOutcome() == Bunco::COMPUTERWON );

b.nextRound( );

cout << "all tests passed!" << endl;

// return 0;