

Button “Start!” is pressed:

CREATE \$_SESSION variable “rolls” and set to 3 (amount of rolls for the round)

CREATE DiceHand-class object with number 5 as default attribute (amount of dices)

CALL “roll” method (dices are thrown)

CALL “getLast” method (\$_SESSION variables are given the dices result)

CREATE DiceHistogram-class object

CALL “setHistogramSerie” method with result array as attribute

CALL “printHistogram” method (returns histogram string)

\$_SESSION variable “rolls” is subtracted with 1

(User fills in which dices to throw again)

IF button “Roll again” is pressed:

CREATE “num” array (with the chosen dices to roll again)

```
foreach ($_POST as $key => $value) {  
    array_push($num, $key);  
}
```

CREATE DiceHand-class object with the amount of chosen dices as attribute

CALL “roll” method (chosen dices are thrown)

CALL “getLast” method with “num” array as attribute

CREATE DiceHistogram-class object

CALL “setHistogramSerie” method with result array as attribute

CALL “printHistogram” method (returns histogram string)

\$_SESSION variable “rolls” is subtracted with 1

IF button "Stop" is pressed:

\$_SESSION variable "rolls" will be 0

WHEN \$_SESSION variable "rolls" is 0:

(User fills in which category to score in)

Button "Continue" is pressed:

CREATE DiceHand-class object

CALL "score" method with chosen category and result array attributes
(\$_SESSION variables are given the category score and total score)

\$_SESSION variable "rolls" will be 3

CALL "roll" method

CALL "getLast" method

CREATE DiceHistogram-class object

CALL "setHistogramSerie" method with result array as attribute

CALL "printHistogram" method (returns histogram string)

\$_SESSION variable "rolls" is subtracted with 1

WHEN all categories have been chosen (in "score" method):

If the total score is over 63 a bonus will be given:

```
if ($_SESSION["score"] >= 63) {  
    $_SESSION["bonus"] = 50;  
    $_SESSION["score"] += 50;  
}
```

(End of Game)

IF “Start over” button is pressed:

CALL “destroySession” function (destroys session)