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AP Computer Science A

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Yahtzee Corrections (Quarterly)

I will be breaking it up by sections (again).

Yahtzee Class:

* Deleted the multiplayer/computer sections, I put in the comments which portions I deleted/edited on my ORIGINAL file.
* The line numbers below correspond with my NEW file, it was easier to track it this way, as I was deleting lots of chunks of code, not really reworking much.
* 1: Scanner – Line 16
  + No change.
* 2: variables – Lines 19-22
  + Got rid of the ArrayList people – no longer needed
* 3: welcome message – Line 23
  + No change.
* 4: user input + validation – Lines 27- 35
  + Simplified, made it so that only one person can enter their name
  + Lines 28-29
    - Got name
  + Lines 30-34
    - Validation
  + Line 35
    - Creating a player object with the user entered name
* 5: do-while loop for gameplay – Lines 37-45
  + Lines 40-43
    - Cut out the rest multiplayer/computer portions, left with single player mechanics.
* 6: winner + endgame – Line 47
  + Just reworded things so it would make sense to a single player
* 7. Turn method
  + No change.

Player Class

* Deleted the multiplayer/computer sections, I put in the comments which portions I deleted/edited on my ORIGINAL file.
* The line numbers below correspond with my NEW file, it was easier to track it this way, as I was deleting lots of chunks of code, not really reworking much.
* 1: reroll method – Lines 84-123
  + Line 89
    - Added new variable reroll for an easier rerolling process (y/n instead of yes/no)
  + Made the appropriate changes in the method to accommodate for new variable
    - In the if statements, changing the conditions, little things
* 2: displayScoreCard method – Lines 125-154
  + Line 128
    - Fixed formatting