**Jennifer Main**

**CST-150 Programming in C# I**

**Activity 11 Method Stubs**

**Due Date: 11/28/21**

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# GitHub Link

# Rubric - Implement a class

Dice class variables, getters and setters, constructor which intakes an integer and default face up value

Text

Description automatically generated

Method for rolling a dice changes the face up value. The max face up value is determined by the number of sides on the dice.

Text

Description automatically generated with medium confidence

# Rubric Instantiate class objects as part of a solution to a problem

* Driver program executes correctly. Two die objects are instantiated and die methods are used to roll the dice and process the results of a roll. Program terminates on “snake eyes” and shows the correct number of rolls required. Output contains appropriate text.

Twice unassigned dice objects and a roll counter are created at the form class level so they are accessible by each method.

Graphical user interface, application

Description automatically generated

The generate button event handler instantiates the two dice variables by generating a random number between 4 and 20 to assign as the number of dice faces. Both dice have the same number of faces and the number of faces is displayed on the screen.

Text

Description automatically generated

Graphical user interface, application

Description automatically generated

When roll is clicked, a do while loop automates the process of rolling.

Each roll increases the counter, refreshes the dice faces and refreshes the label text to let you know what roll you’re on. Once the condition of snake eyes is met (both dice face up values are 1) the loop stops and the label and dice are updated.

Text

Description automatically generated

Graphical user interface, application

Description automatically generated Graphical user interface, application

Description automatically generated