
Dice Design Doc

To help you create the design doc for CoinStrip, here is a sample design doc for a Dice object from a generic board game. Note that there is no actual code in this document. Design docs generally contain pseudocode and comments only. (Historically, the word 'dice' is plural, but in modern standard English it can be singular as well.)

class Dice

This class is designed to represent one dice in a generic game. The dice will be represented as an array of 6 characters, with one character corresponding to each side of the dice. The Dice keeps track of which face is currently showing on top and can also be rolled to randomly pick a new configuration.

Instance Variables:

char sides[]: an array to store the characters for each side
int top: the side currently showing on top

Constructors:

public Dice(String letters)
The letters parameter must be a string of six characters.
Initializes the sides array to contain those letters.

Methods:

public char top()
Returns the character currently on top of the dice.

public void roll()
Randomly select a new number in the range 0..5 and store the associated face in top.