

HT < string, vector<int> >

row →

3	4
2	1

# Object-Oriented Design

Quartet:

Important Nouns - classes  
 Important Verbs - method

Quartet is a **game** in which the **player** rolls four **dice** in a series of **rounds** in order to produce patterns that earn points. The game proceeds in four rounds. In each round, the player **rolls** the dice and then is permitted four "**rerolls**". In each reroll, the player **selects** a single die to roll again.

After all rerolls are used (or the player elects not to use them), the player **selects** a **box** on the **score card**. Each box **tallies** the value of the dice when the box was used (if the dice **meet** a condition) or 0 if the dice do not. The **conditions** of each box are:

- \* Three of a kind: three of the dice have the same value
- \* Four a kind: all of the dice have the same value
- \* Three in a row: three die values are adjacent and in sequence
- \* Wild: no condition is applied

## UML(ish) Class Diagram

