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1 Class Dice

Multi-sided dice class. The number of sides is determined in the constructor, or later on by accessing the *sides* attribute.

Summary

A `single_roll` returns a single integer from 1 to the number of sides, *inclusive*. However, if you want to roll multiple times you can use the `#roll` method, specifying the number of rolls you want, and you will get an Array with the values of all the rolls!

Example

```
dice = Dice.new(8)    # An eight sided dice
four = dice.roll(4)  # An Array containing 4 rolls
sum  = four.inject(0) @{|mem,i| mem+i @} # Sum of rolls
```

Contact

- Joseph Pecoraro (<mailto:joepeck02@gmail.com>)
- <http://blog.bogojoker.com>
- Saturday November 29, 2008

Attributes

* sides RW Number of sides on the dice

Methods

1.1 Class Dice.new

method: `new(sides=6)` Create a dice with 'sides' of dice. Defaults to 6.

1.2 Class Dice#beat

method: `beat(num)` A single roll challenge:

- makes a `single_roll`
- returns true if the roll was strictly greater than the given number
- returns false otherwise

1.3 Class Dice#roll

method: `roll(times)` Returns an array of size 'times' containing a group of dice rolls.

1.4 Class Dice#single_roll

method: `single_roll()` Returns the value of a single dice roll. The values are from 1 to `@sides` *inclusive*.