

Version 2.0: Written by Gregor N. Purdy.
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DieRoller

INHERITS FROM Random

CLASS DESCRIPTION

The DieRoller class provides services for rolling dice.

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METHOD TYPES

Creating and freeing instances	+ alloc - free
Getting die rolls	- rollBest:of:die: - roll:die: - rollDie:
Archiving	- read: - write:

CLASS METHODS

alloc

+ **alloc**

Returns a new uninitialized instance.

INSTANCE METHODS

free

- **free**

Frees the memory occupied by the DieRoller instance and returns **nil**.

rollBest:of:die:

- (int)**rollBest**:(int)*numWanted* **of**:(int)*numRolls* **die**:(int)*numSides*

Returns the sum of the best *numWanted* out of *numRolls* rolls of dice with *numSides* sides.

roll:die:

- (int)**roll**:(int)*numRolls* **die**:(int)*numSides*

Returns the sum of *numRolls* rolls of dice with *numSides* sides.

rollDie:

- (int)**rollDie**:(int)*numSides*

Returns the result of rolling a die with *numSides* sides.

read:

- **read**:(NXTypedStream *)*stream*

Unarchives a DieRoller from *stream*.

See also: - **write**:

write:

- **write**:(NXTypedStream *)*stream*

Archives a DieRoller to *stream*.

See also: - **read**: