

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:**