

Lab 4 Help

CS 3793/5233 – Fall 2016
Tom Bylander, Instructor

assigned October 25, 2016
due midnight, November 18, 2016

Here is some information that will help you compute expected values without looping over every possible combination of dice.

Number of Dice	Farkle Count	Sum of Positive Rewards
1	4	150
2	16	1800
3	60	18750
4	204	183150
5	600	1675800
6	1440	14411250

Number of Dice is the number of dice to be rolled. Farkle Count is the number of combinations that end up being a Farkle. Sum of Positive Rewards is the sum of the rewards for all the dice combinations that are not Farkles.

The “sum of negative rewards” will be -1 times Farkle Count times the current turn score. This is because you lose the whole turn score on a Farkle.