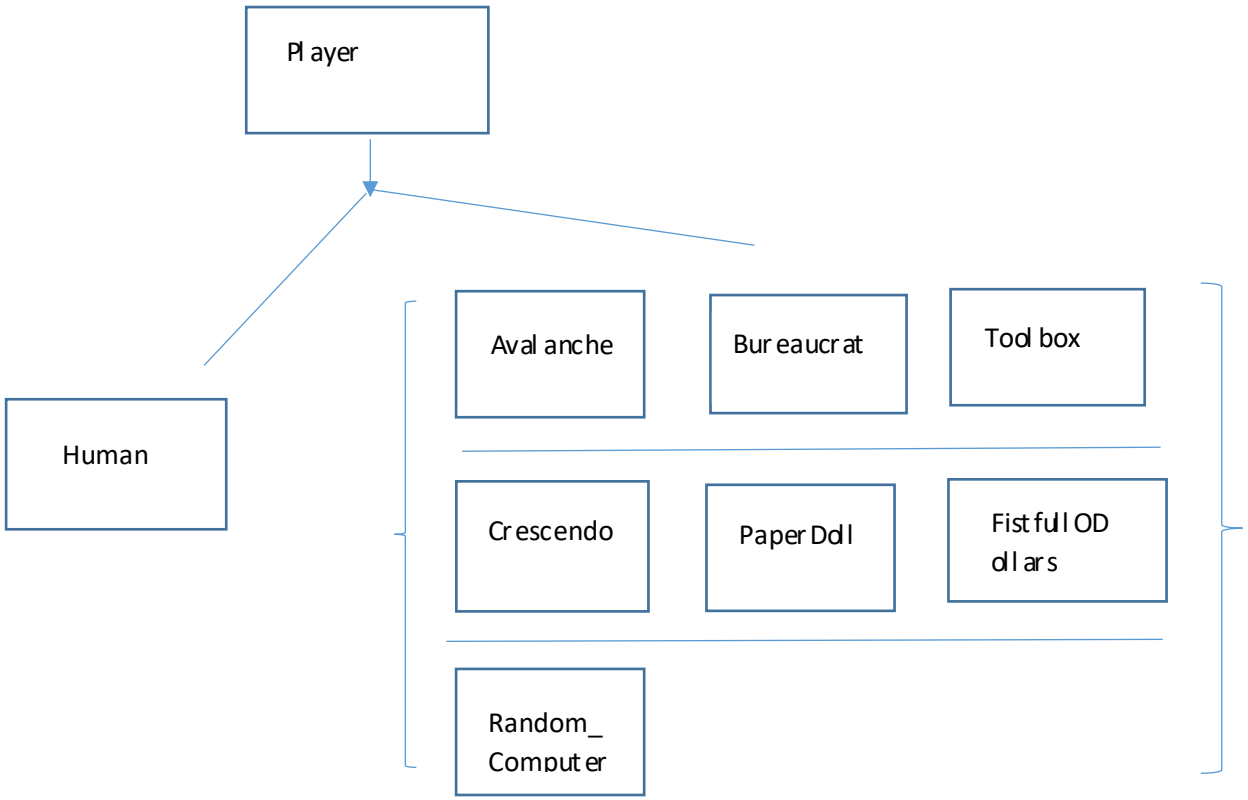
PRAC ASSIGNMENT 3



Player:

Member variables:

- Name is a string variable that store and identify the different player with their name

Player
-name :string
+string getName() +string getMove() +void getTimes(int) +void getResult(string)

Methods:

- getName() function is assign the name when the player against each other
- getMove() function is assign the player move
- getTimes(int) function is assign the playtimes for crescendo, paper doll, fistfull oddollars players (with 3 times to regular player)
- getResult(string) is assign the result for random computer player.

Human Player:

Member variables:

- HMove is a string variable that input and store human move

Human
-HMove :string
+string getMove()

Methods:

- getMove() function is assign the player move

Random Computer:

Member variables:

- comrandom is a integer variable that creat random number for move
- ranResult is a string variable that store random computer player move

RandomComputer
-comrandom:int -ranResult: vector string
+string getMove() +void getResult()

Methods:

- getMove() function is assign the player move
- getResult() function is store the player move

Avalanche:

Member variables:

- AMove is a string variable that store the Avalanche player move,just move :Rock.

Avalanche
-AMove :string
+string getMove()

Methods:

- getMove() function is assign the player move

Bureaucrat:

Member variables:

- BMove is a string variable that store the Avalanche player move,just move :Paper.

Bureaucrat
-BMove :string
+string getMove()

Methods:

- getMove() function is assign the player move

Toolbox:

Member variables:

- TMove is a string variable that store the Avalanche player move,just move :Scissors.

Tool box
-TMove :string
+string getMove()

Methods:

- getMove() function is assign the player move

Crescendo:

Member variables:

- CMove is a string variable that input and store human move
- Times is a integer variable that for player regular move pre 3 times

Crescendo
-CMove :string -Times: int
+string getMove() +void getTimes()

Methods:

- getMove() function is assign the player move
- getTimes() function is assign the regular play times'move

PaperDoll:

Member variables:

- PMove is a string variable that input and store human move
- Times is a integer variable that for player regular move pre 3 times

PaperDdl
-PMove :string -Times:int
+string getMove() +void getTimes()

Methods:

- getMove() function is assign the player move
- getTimes()function is assign the regular play times' move

FirstfullODollar:

Member variables:

- FMove is a string variable that input and store human move
- Times is a integer variable that for player regular move pre 3 times

FistfullODdlar
-FMove :string -Times:int
+string getMove() +void getTimes()

Methods:

- getMove() function is assign the player move
- getTimes() function is assign the regular play times'move

New Referee:

Member variables:

- player *p is a pointer for creating player to play game

Referee
-player *p
+string is_Win (string,string) +bool is_Valid(string) +string getMove() +string playGame (Player*p1 Player *p2)

Methods:

- getMove() function is assign the player move
- playGame(player *p1,player *p2) is a string function assign the 2 player to play game and winner
- Is_Valid(string)is a bool function to check the player move activity
- Is_Win(0is a function that to make the 2 player start their game

Tournament:

Member variables:

- Round is the vector player variable to creat 3 times game

Methods:

- AddPlayer() is a function to add player to against
- Against() is a function to make 2 playes play game and creat a winner

Tournament
-vector <player*> round
+void addPlayer(player*) +string against()

TESTING:

- input :Avalanche Bureaucrat Bureaucrat Tool box Tool box Crescendo Crescendo Fistfull ODollars

  output :Tool box

- input :Avalanche Bureaucrat
  output :Wrong

- input : Avalanche Bureaucrat Avalanche Tool box Avalanche RandomComputer Crescendo Fistfull ODollars
  output :Bureaucarat

- input : Avalanche Bureaucrat Human Human Crescendo Crescendo Fistfull ODollars
  Human input : R R P P R ,R R P P R , R R P P R,R R R R R
  Output : Bureaucrat
- input :Human Bureaucrat Bureaucrat Tool box Abalanche Crescendo Bureaucrat
  Human input : r r r r r
  Output : Bureaucrat
- input :Human Human Human Human Human Human Human Human
  Human input :14 times user input
  Output :empty
- input : RandomComputer RandomComputer RandomComputer RandomComputer RandomComputer RandomComputer RandomComputer RandomComputer
  output :RandomComputer