

Description

human

* `human(string)` → constructor of class human and initializes `(string choice1)` the string in class human.

* `playerchoice()` → returns the choice entered by the user or player.

computer

* `computer(string)` → constructor of class computer and initializes `(string choice2)` the string in class computer.

* `computerchoice()` → return the choice of the computer

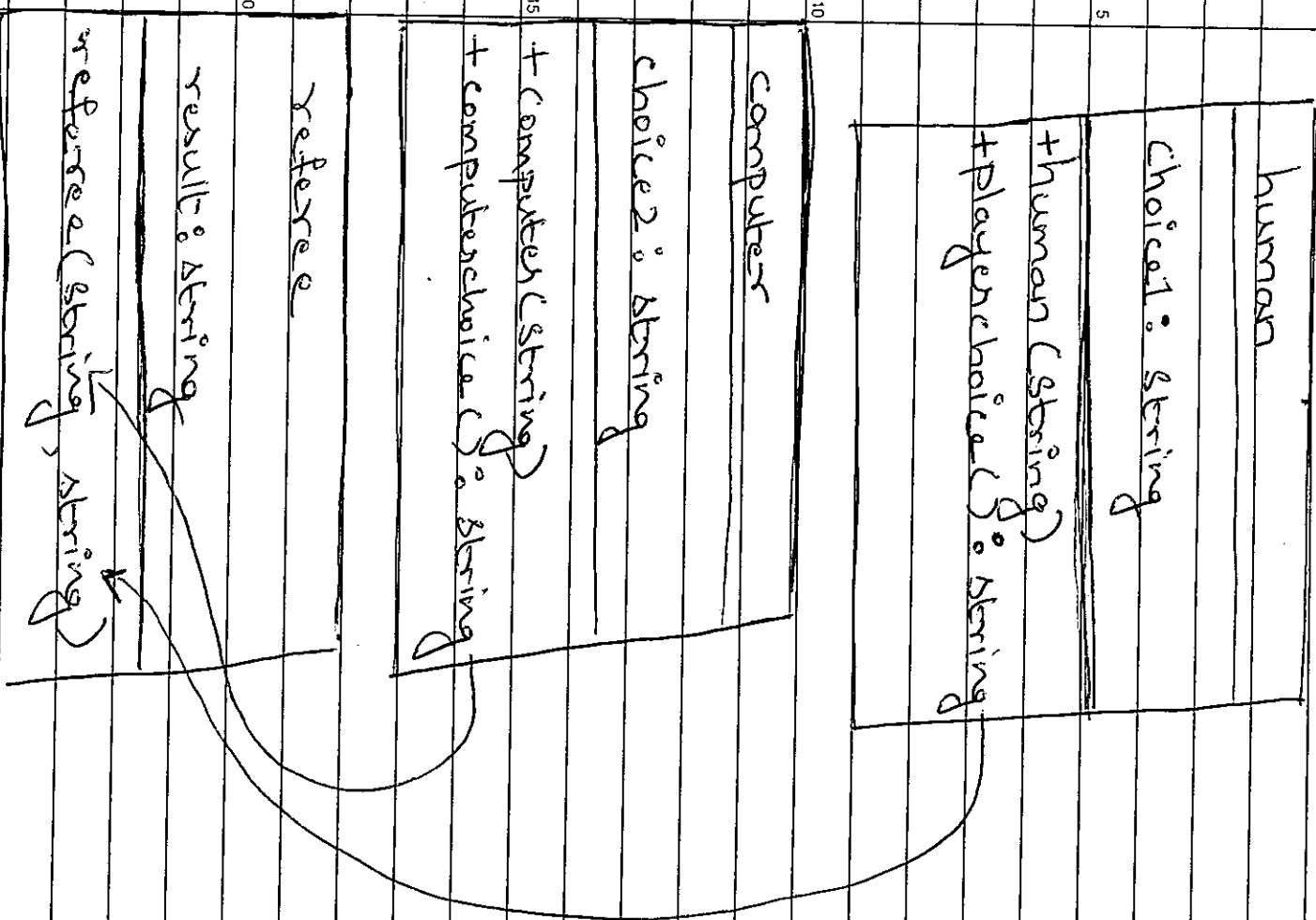
referee

* `referee(string, string)` → The two string parameters are the choices entered by human and computer respectively which were passed on by the `playerchoice()` and `computerchoice()`.

It also does the checking of the player ~~and~~ and computer choices and decides the ~~winner~~ winner of the game and prints the result out.

Testing

Given Input	Output	Expected Output
2 R R	TT	TT
5 R P S S R	TW LLT	TW LLT
1 S	L?	L
3 S S S	LLL	LLL
4 P R S S	WTL L	WTL L
1 P	W	W



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computer

* computer(string) → constructor of class computer and initializes (string choice2) the string in class computer.

* computerchoice() → return the choice of the computer

referee

* referee(string, string) → The two string parameters are the choices entered by human and computer respectively which were passed on by the playerchoice() and computerchoice().

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Testing

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1 S	L?	L
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4 P R S S	WTL L	WTL L
1 P	W	W