

*PROJECT REPORT ON*

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ROCK PAPER SCISSOR GAME

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(UNDER THE PARTIAL FULFILLMENT OF THE  
UNIVERSITY FOR COURSE OF T.Y.BSC COMPUTER  
SCIENCE)

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I have a great pleasure in representing this project report entitled “ ROCK PAPER SCISSOR GAME ” and I grab this opportunity to convey my immense regards towards all the distinguished people who have their valuable contribution in the hour of need.

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I take this opportunity to thank Dr. Reena Nagda, Coordinator of the Department and all the faculty members of the Department of Computer Science of Mulund College of Commerce, for giving me an opportunity to complete this project and the most needed guidance throughout the duration of the programme.

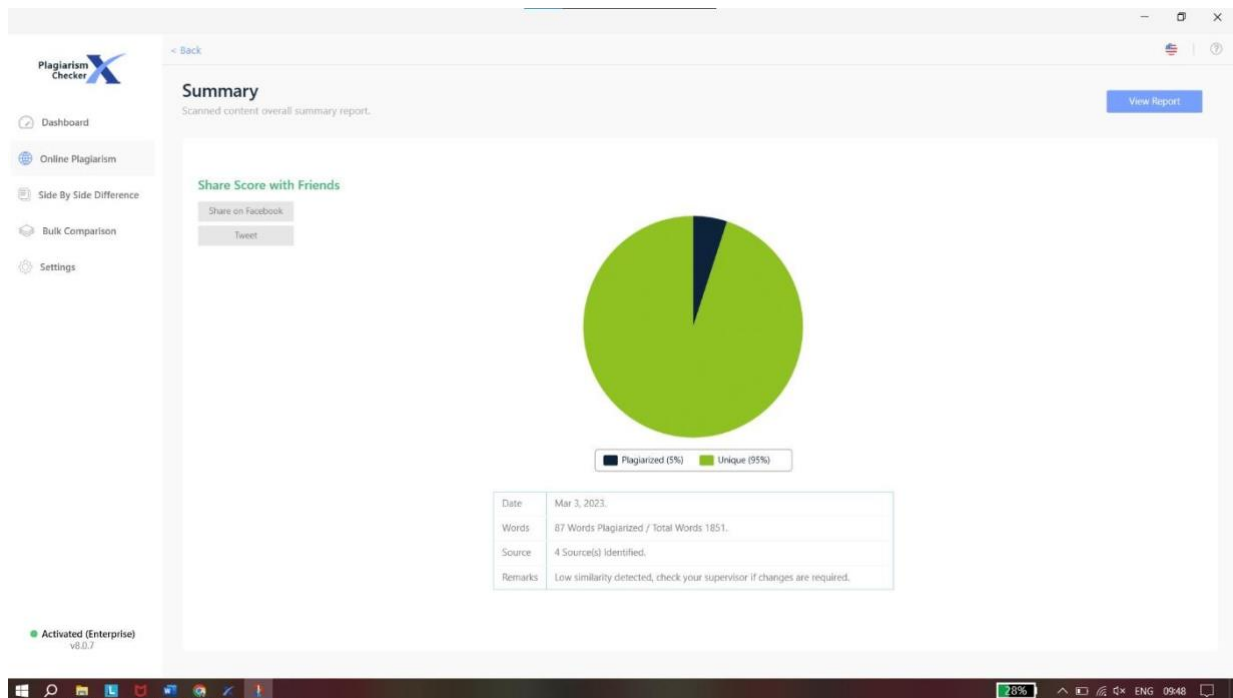
I am extremely grateful to my project guide Ms. Pratiksha Harwalkar for her valuable guidance and necessary support during each phase of the project. She was the source of continuous encouragement as each milestone was crossed.

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Darshan Chaudhary

## PLAGARISM REPORT



## Plagiarism Checker X - Report

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**TITLE**

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**ROCK PAPER SCISSOR GAME**

## **INTRODUCTION**

**The Rock Paper Scissor Game** is a hand game usually played between two people in which each player simultaneously forms one of three shapes with an outstretched hand. These shapes are "rock" (a closed fist), "paper" (a flat hand), and "scissors" (a fist with the index finger and middle finger extended, forming a V).

This crazy Rock, Paper, Scissor fight challenge is an advanced version of the game for the new generation that likes to spend more time on electronic devices. Rock Paper Scissors on a desktop app will do exactly what it will do in a game with your friend, here you can play with friends or with the computer.

### **2.1 Features :**

- High reliability, scalability and high load support.
- No additional software is needed.
- Quick and easy to use.
- Simple user interface.
- Single and Multiplayer Mode
- Real-time play
- Background Music

### **2.2 Advantages:**

- Improves attention and concentration.
- Improve Social Skill
- Can be played without internet
- Improve your decision making skill

## **REQUIREMENT SPECIFICATIONS**

### **3.1 Software Requirement**

- Operating System: Microsoft Windows
- Front End :- Python
- Back End :- MySql

### **3.2 Hardware Requirement**

- Minimum Storage space (ROM) of 2 GB or more
- Minimum RAM of 2 GB or more
- Internet access , Keyboard

### **3.3 Data Requirement**

- Nickname

### **3.4 Fact Finding Question**

- Why do you want a Rock Paper Scissor game app?
- Will you be able to compensate with new technology?
- Do you have any specific feature in it?
- What type of hardware and software will the system require?
- Will it have any future scope

**4.SYSTEM DESIGN DETAILS****4.1 Event Table**

<b>No.</b>	<b>Event</b>	<b>Trigger</b>	<b>Source</b>	<b>Activity</b>	<b>Response</b>	<b>Destination</b>
1.	To Play Game	Play Game	Player	Go to Play game Window	Play Game Window	Main.py
2.	To play Offline	Offline	Player	Go to Offline Game Window	Offline Game Window	Main.py
3.	To play Online	Online	Player	Go to Online Game Window	Online Game Window	Main.py
4.	To go Options	Options	Player	Go to Options Window	Options Window	Main.py
5.	To check Score	Score	Player	Go to Score window	Score Window	Main.py
6.	To select Rock	Rock	Player	Game Window	Rock Selected	Main.py
7.	To select Paper	Paper	Player	Game Window	Paper Selected	Main.py
8.	To select Scissor	Scissor	Player	Game Window	Scissor Selected	Main.py

**Table 4.1 Event table for Rock Paper Scissor Game**



## 4.2 Class Diagram:

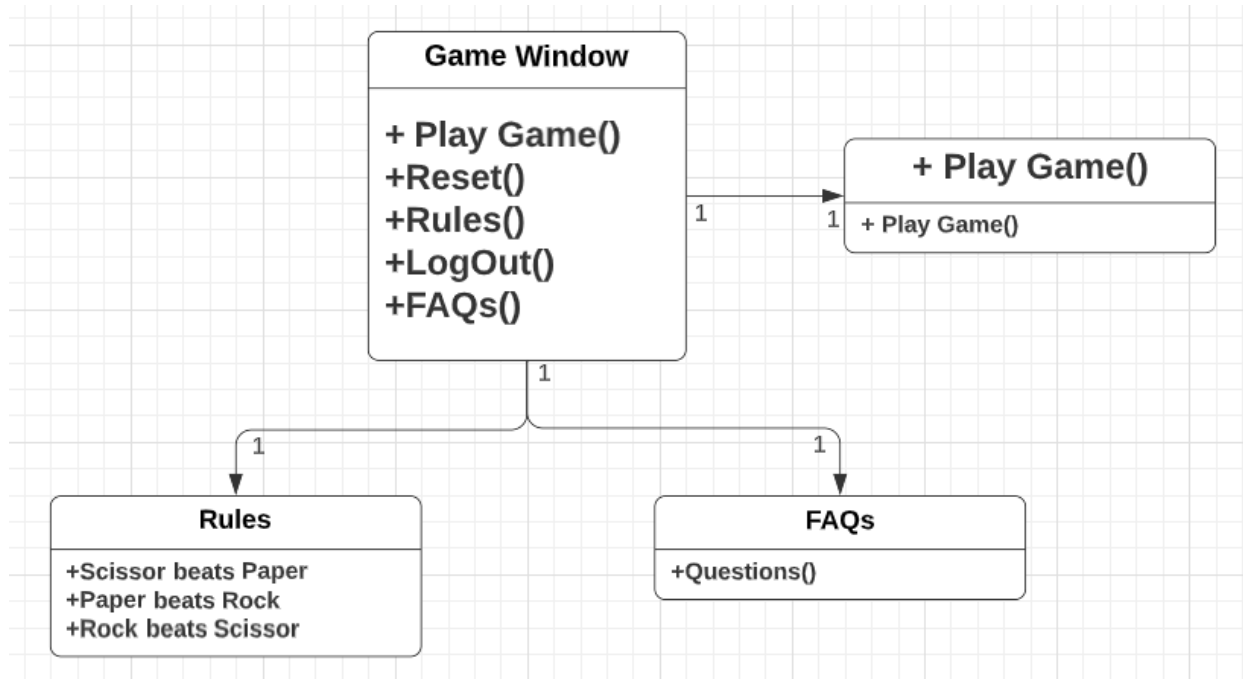
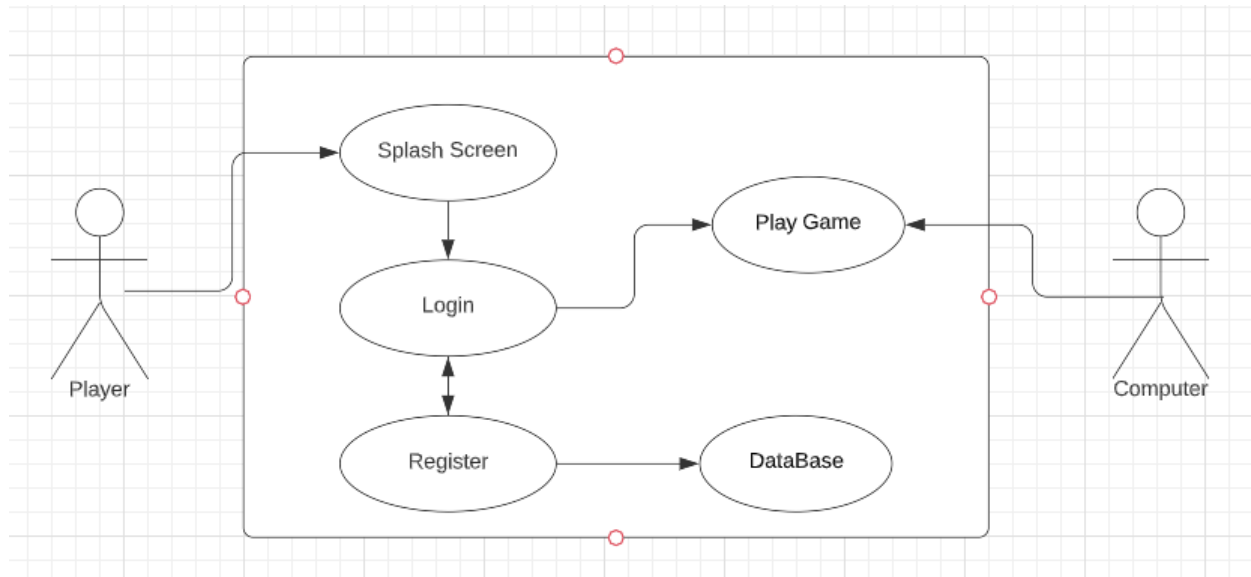


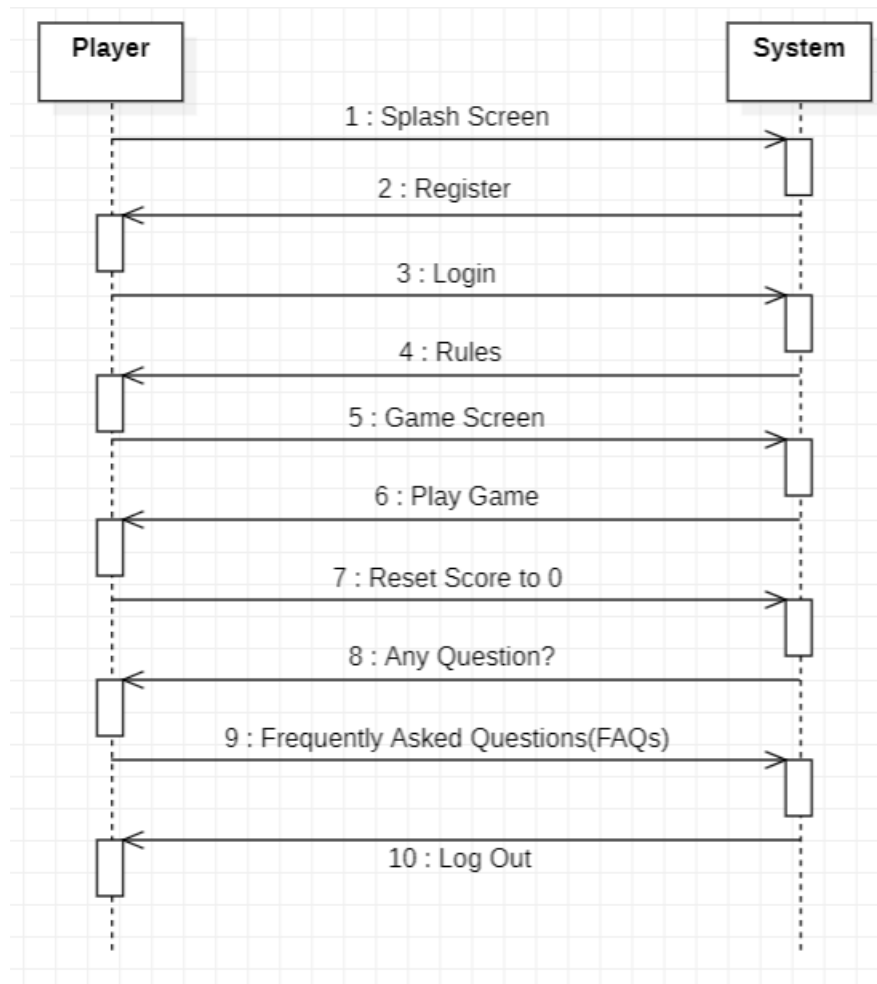
Figure 4.2: Class diagram for Rock Paper Scissor Game.

### 4.3 Use Case Diagram:



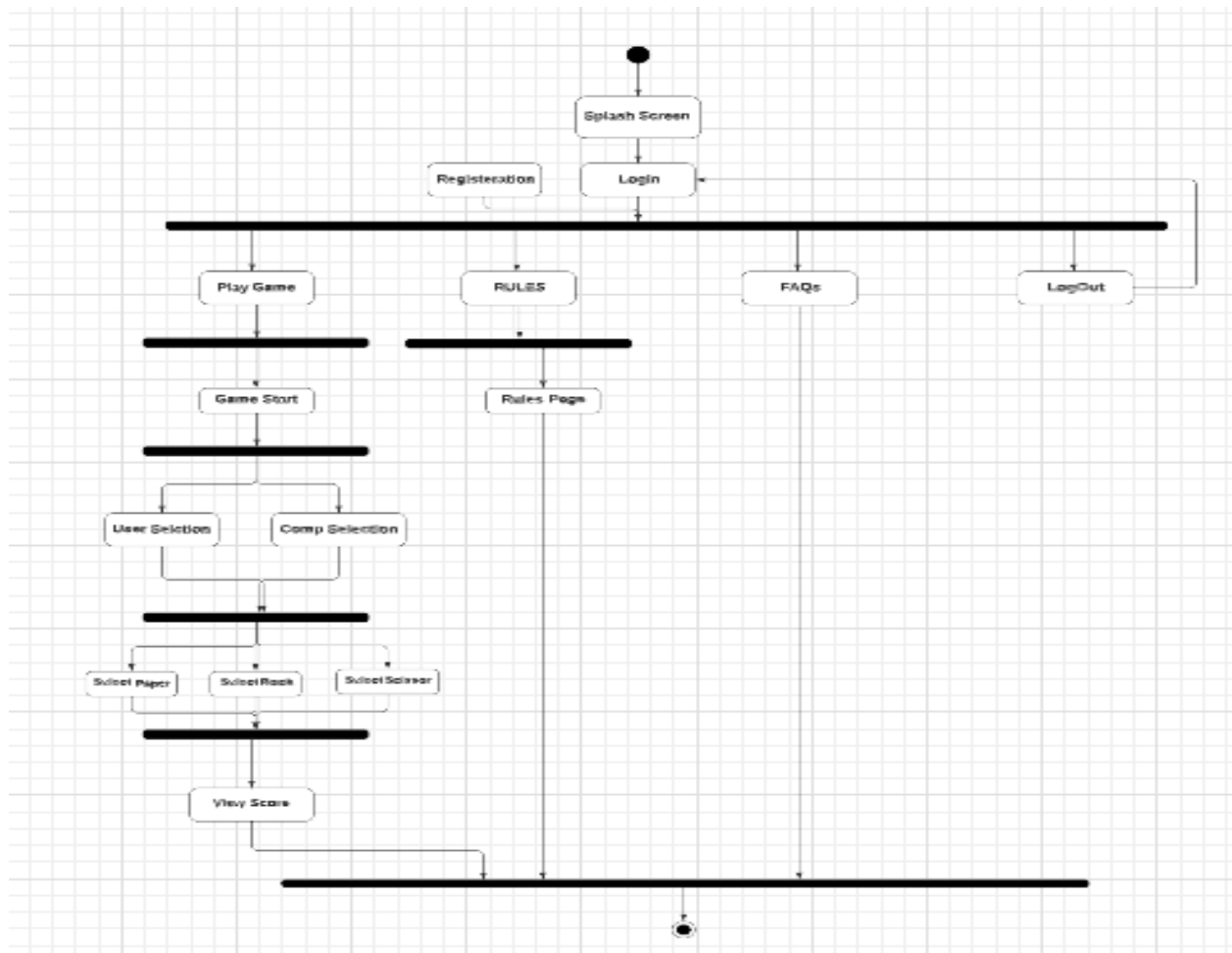
**Figure 4.3: Use Case Diagram of Rock Paper Scissor Game.**

#### 4.4 Sequence Diagram:



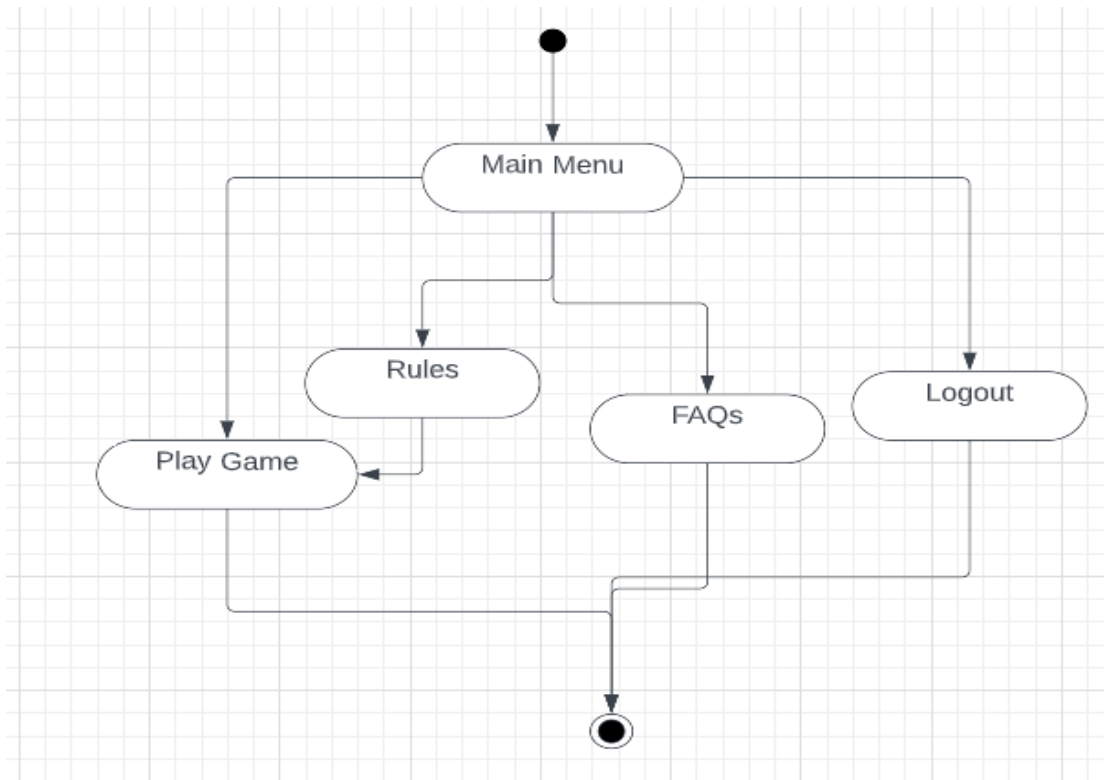
**Figure 4.4: Sequence diagram for Rock Paper Scissor Game.**

## 4.5 Activity Diagram



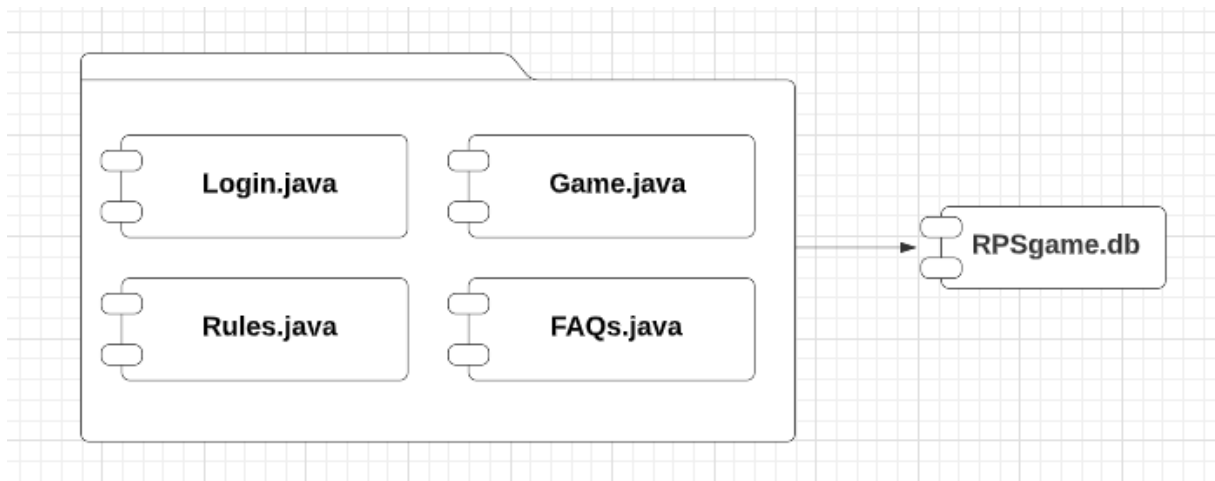
**Figure 4.5: Activity diagram for Rock Paper Scissor Game.**

#### 4.6 State Diagram



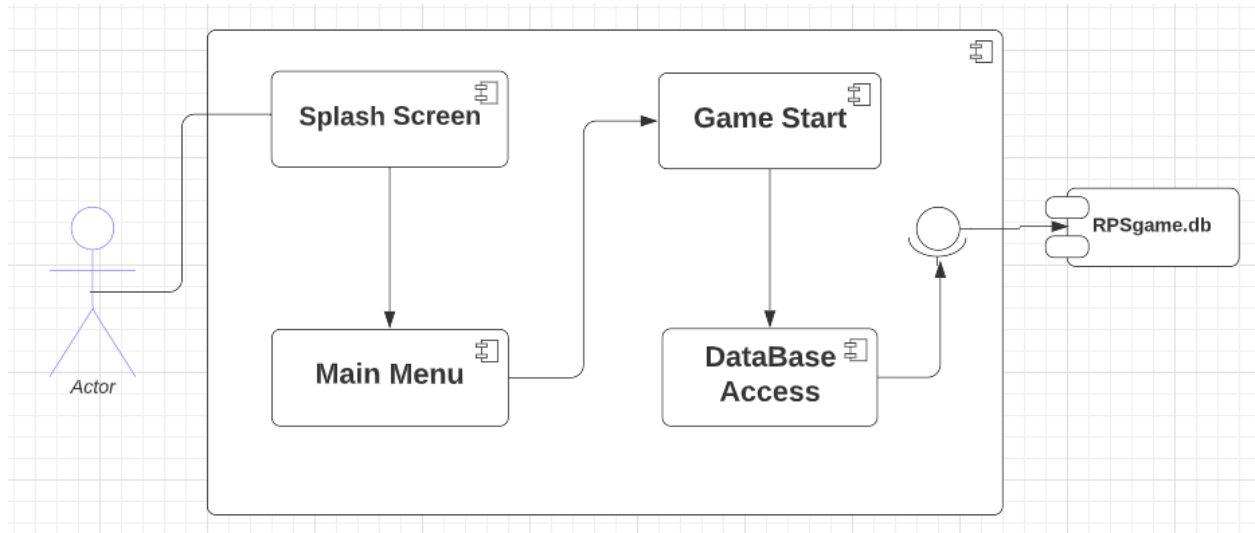
**Figure 4.6 State Diagram For Rock Paper Scissor**

#### 4.7 Package Diagram



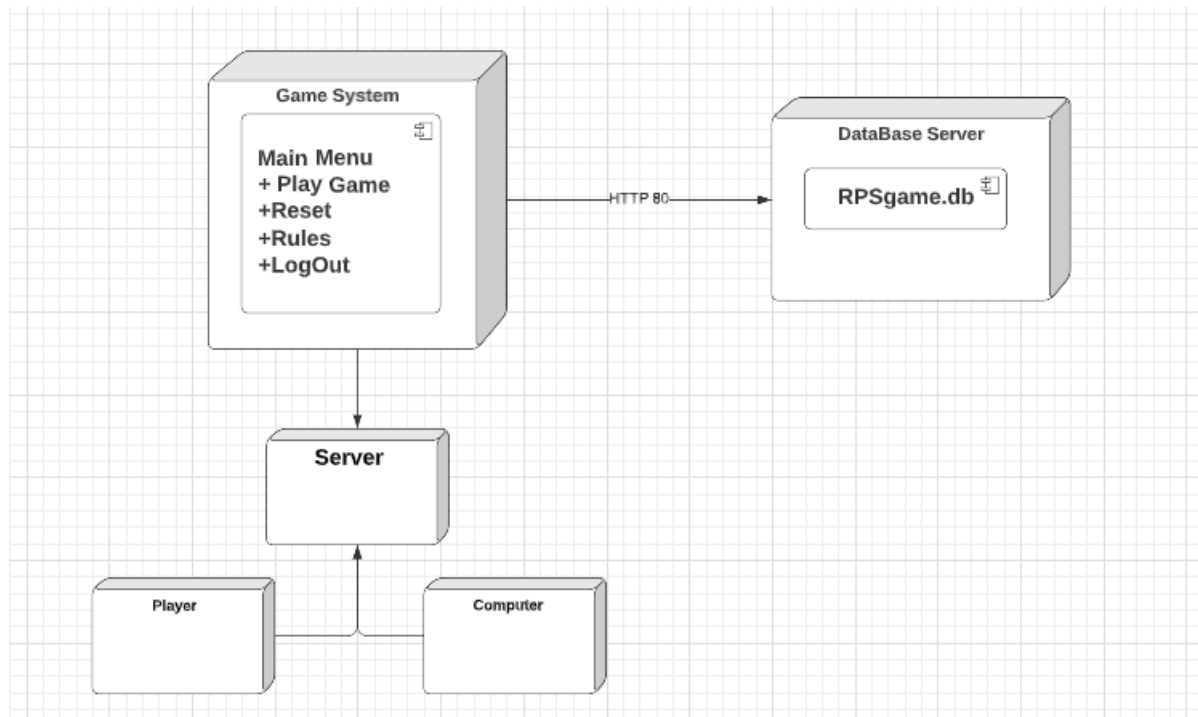
**Figure 4.7 Package Diagram For Rock Paper Scissor**

## 4.8 Component Diagram



**Figure 4.8 Component Diagram For Rock Paper Scissor**

#### 4.9 Deployment Diagram



**Figure 4.9 Deployment Diagram For Rock Paper Scissor**



## 4.10 DataBase Design

### Authentication

[Users](#)
[Sign-in method](#)
[Templates](#)
[Usage](#)
[Settings](#)

[Add user](#)

Identifier	Providers	Created ↓	Signed in	User UID
darshuchaudhary4217@g...		30 Jan 2023	20 Feb 2023	Pw81XxxuzEcmrihJTKv5J2xGIPk2
test123@gmail.com		13 Jan 2023	27 Feb 2023	Qd7PkrjB0tV1wve4uZmsyWHRKe...

### Sign-in providers

[Add new provider](#)

Provider	Status
Email/Password	Enabled
Google	Enabled

**5.****SYSTEM IMPLEMENTATION****A] activity\_splash.xml**

```

<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="@drawable/magic"
    tools:context=".splash">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentBottom="true"
        android:layout_centerHorizontal="true"
        android:layout_marginBottom="110dp"
        android:fontFamily="@font/bangers"
        android:text="Rock Paper Scissor"
        android:textColor="@color/black"
        android:textSize="35sp"/>

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignParentBottom="true"
        android:layout_centerHorizontal="true"
        android:layout_marginBottom="40dp"
        android:fontFamily="@font/bangers"
        android:text="Play With Fun"
        android:textColor="#0E0E0E"
        android:textSize="35sp"/>

</RelativeLayout>

```

**B] activity\_login.xml**

```

<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".Login"

```

```

android:background="@drawable/magic">
<View
    android:id="@+id/view"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="#1B000000" />

<androidx.constraintlayout.widget.ConstraintLayout
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:layout_editor_absoluteX="49dp"
    tools:layout_editor_absoluteY="-109dp">

    <TextView
        android:id="@+id/textView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginTop="132dp"
        android:fontFamily="@font/aldrich"
        android:text="Login"
        android:textColor="@color/white"
        android:textSize="50sp"
        android:textStyle="bold"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="0.498"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

    <EditText
        android:id="@+id/inputEmail"
        android:layout_width="0dp"
        android:layout_height="wrap_content"
        android:layout_marginStart="24dp"
        android:layout_marginTop="32dp"
        android:layout_marginEnd="24dp"
        android:background="@drawable/input_bg"
        android:drawableLeft="@drawable/ic_baseline_email_24"
        android:drawablePadding="10dp"
        android:ems="10"
        android:hint="Email"
        android:inputType="textEmailAddress"
        android:paddingLeft="20dp"
        android:paddingTop="13dp"
        android:paddingRight="20dp"
        android:paddingBottom="13dp"
        android:textColor="@color/white"

```

```

android:textColorHint="@color/white"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="1.0"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toBottomOf="@+id/textView"
app:layout_editor_absoluteX="97dp"
app:layout_editor_absoluteY="248dp" />

```

<EditText

```

android:id="@+id/inputPassword"
android:layout_width="0dp"
android:layout_height="wrap_content"
android:layout_marginStart="24dp"
android:layout_marginTop="16dp"
android:layout_marginEnd="24dp"
android:background="@drawable/input_bg"
android:drawableLeft="@drawable/ic_baseline_security_24"
android:drawablePadding="10dp"
android:ems="10"
android:hint="Password"
android:inputType="textPassword"
android:paddingLeft="20dp"
android:paddingTop="13dp"
android:paddingRight="20dp"
android:paddingBottom="13dp"
android:textColor="@color/white"
android:textColorHint="@color/white"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toBottomOf="@+id/inputEmail"
app:layout_editor_absoluteX="98dp"
app:layout_editor_absoluteY="359dp" />

```

<TextView

```

android:id="@+id/forgetPassword"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_marginTop="16dp"
android:text="Forget Password?"
android:textColor="@color/white"
android:textSize="20sp"
app:layout_constraintEnd_toEndOf="@+id/inputPassword"
app:layout_constraintTop_toBottomOf="@id/inputPassword" />

```

<Button

```

        android:id="@+id/btnLogin"
        android:layout_width="0dp"
        android:layout_height="wrap_content"
        android:layout_marginTop="16dp"
        android:background="@drawable/input_bg"
        android:text="Login"
        android:textColor="@color/white"
        app:layout_constraintEnd_toEndOf="@+id/forgetPassword"
        app:layout_constraintStart_toStartOf="@id/inputPassword"
        app:layout_constraintTop_toBottomOf="@id/forgetPassword" />

<TextView
    android:id="@+id/createNewAccount"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="16dp"
    android:text="Create New Account?"
    android:textColor="@color/white"
    android:textSize="20sp"
    app:layout_constraintEnd_toEndOf="@id/btnLogin"
    app:layout_constraintStart_toStartOf="@id/btnLogin"
    app:layout_constraintTop_toBottomOf="@id/btnLogin" />

<TextView
    android:id="@+id/textView2"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="36dp"
    android:text="OR"
    android:textColor="@color/white"
    android:textSize="20sp"
    android:textStyle="bold"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.498"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/createNewAccount" />

<View
    android:id="@+id/view3"
    android:layout_width="0dp"
    android:layout_height="2dp"
    android:layout_marginStart="16dp"
    android:layout_marginBottom="12dp"
    android:background="@color/white"
    app:layout_constraintBottom_toBottomOf="@+id/textView2"
    app:layout_constraintEnd_toEndOf="@+id/btnLogin"

```

```

        app:layout_constraintHorizontal_bias="0.0"
        app:layout_constraintStart_toEndOf="@+id/textView2" />

<View
    android:id="@+id/view4"
    android:layout_width="0dp"
    android:layout_height="2dp"
    android:layout_marginEnd="16dp"
    android:layout_marginBottom="12dp"
    android:background="@color/white"
    app:layout_constraintBottom_toBottomOf="@+id/textView2"
    app:layout_constraintEnd_toStartOf="@+id/textView2"
    app:layout_constraintHorizontal_bias="0.0"
    app:layout_constraintStart_toStartOf="@+id/btnLogin" />

<ImageView
    android:id="@+id/btnGoogle"
    android:layout_width="50dp"
    android:layout_height="50dp"
    android:layout_marginTop="16dp"
    android:layout_marginEnd="16dp"
    app:layout_constraintEnd_toStartOf="@+id/imageView2"
    app:layout_constraintTop_toBottomOf="@+id/textView2"
    app:srcCompat="@drawable/google_logo"
    tools:ignore="MissingConstraints" />

<ImageView
    android:id="@+id/imageView2"
    android:layout_width="50dp"
    android:layout_height="50dp"
    android:layout_marginTop="16dp"
    app:layout_constraintStart_toStartOf="@+id/textView2"
    app:layout_constraintTop_toBottomOf="@+id/textView2"
    app:srcCompat="@drawable/fb_logo"
    tools:ignore="MissingConstraints" />

<ImageView
    android:id="@+id/btngithub"
    android:layout_width="58dp"
    android:layout_height="54dp"
    android:layout_marginStart="16dp"
    android:layout_marginTop="16dp"
    app:layout_constraintStart_toEndOf="@+id/imageView2"
    app:layout_constraintTop_toBottomOf="@+id/textView2"
    app:srcCompat="@drawable/github_logo"
    tools:ignore="MissingConstraints" />

```

```
</androidx.constraintlayout.widget.ConstraintLayout>
</androidx.constraintlayout.widget.ConstraintLayout>
```

### **C] activity\_register.xml**

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:tools="http://schemas.android.com/tools"
android:layout_width="match_parent"
android:layout_height="match_parent"
tools:context=".Register"
android:background="@drawable/magic">

<View
    android:id="@+id/view"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="#1B000000" />

<androidx.constraintlayout.widget.ConstraintLayout
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:layout_editor_absoluteX="16dp"
    tools:layout_editor_absoluteY="16dp">

    <TextView
        android:id="@+id/textView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginTop="132dp"
        android:fontFamily="@font/aldrich"
        android:text="Register"
        android:textColor="@color/white"
        android:textSize="50sp"
        android:textStyle="bold"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="0.498"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

    <EditText
        android:id="@+id/inputEmail"
        android:layout_width="0dp"
        android:layout_height="wrap_content"
        android:layout_marginStart="24dp"
```

```

android:layout_marginTop="70dp"
android:layout_marginEnd="24dp"
android:background="@drawable/input_bg"
android:drawableLeft="@drawable/ic_baseline_email_24"
android:drawablePadding="10dp"
android:ems="10"
android:hint="Email"
android:inputType="textEmailAddress"
android:paddingLeft="20dp"
android:paddingTop="13dp"
android:paddingRight="20dp"
android:paddingBottom="13dp"
android:textColor="@color/white"
android:textColorHint="@color/white"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="1.0"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toBottomOf="@+id/textView"
app:layout_editor_absoluteX="97dp"
app:layout_editor_absoluteY="248dp" />

```

<EditText

```

android:id="@+id/inputPassword"
android:layout_width="0dp"
android:layout_height="wrap_content"
android:layout_marginStart="24dp"
android:layout_marginTop="16dp"
android:layout_marginEnd="24dp"
android:background="@drawable/input_bg"
android:drawableLeft="@drawable/ic_baseline_security_24"
android:drawablePadding="10dp"
android:ems="10"
android:hint="Password"
android:inputType="textPassword"
android:paddingLeft="20dp"
android:paddingTop="13dp"
android:paddingRight="20dp"
android:paddingBottom="13dp"
android:textColor="@color/white"
android:textColorHint="@color/white"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toBottomOf="@+id/inputEmail"
app:layout_editor_absoluteX="98dp"
app:layout_editor_absoluteY="359dp" />

```



```

<EditText
    android:id="@+id/inputConfirm"
    android:layout_width="0dp"
    android:layout_height="wrap_content"
    android:layout_marginStart="24dp"
    android:layout_marginTop="16dp"
    android:layout_marginEnd="24dp"
    android:background="@drawable/input_bg"
    android:drawableLeft="@drawable/ic_baseline_security_24"
    android:drawablePadding="10dp"
    android:ems="10"
    android:hint="Confirm Password"
    android:inputType="textPassword"
    android:paddingLeft="20dp"
    android:paddingTop="13dp"
    android:paddingRight="20dp"
    android:paddingBottom="13dp"
    android:textColor="@color/white"
    android:textColorHint="@color/white"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.0"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/inputPassword"
    app:layout_editor_absoluteX="98dp"
    app:layout_editor_absoluteY="359dp" />

<Button
    android:id="@+id/btnRegister"
    android:layout_width="0dp"
    android:layout_height="wrap_content"
    android:layout_marginTop="16dp"
    android:background="@drawable/input_bg"
    android:text="Register"
    android:textColor="@color/white"
    app:layout_constraintEnd_toEndOf="@+id/inputPassword"
    app:layout_constraintHorizontal_bias="1.0"
    app:layout_constraintStart_toStartOf="@id/inputPassword"
    app:layout_constraintTop_toBottomOf="@+id/inputConfirm" />

<TextView
    android:id="@+id/AlreadyHaveAccount"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="24dp"
    android:text="Already Have a Account?"
    android:textColor="@color/white"

```

```

        android:textSize="20sp"
        app:layout_constraintEnd_toEndOf="@id/inputConfirm"
        app:layout_constraintHorizontal_bias="0.51"
        app:layout_constraintStart_toStartOf="@id/inputConfirm"
        app:layout_constraintTop_toBottomOf="@id/btnRegister" />
    </androidx.constraintlayout.widget.ConstraintLayout>
</androidx.constraintlayout.widget.ConstraintLayout>

```

### **D] activity\_game.xml**

```

<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    tools:context=".game">

    <ImageButton
        android:id="@+id/imageButton2"
        android:layout_width="120dp"
        android:layout_height="120dp"
        android:backgroundTint="#2196F3"
        android:onClick="rpsButtonSelected"
        android:scaleType="fitCenter"
        android:tag="3"
        app:layout_constraintBottom_toBottomOf="@+id/imageButton1"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="0.5"
        app:layout_constraintStart_toEndOf="@+id/imageButton1"
        app:srcCompat="@drawable/scissor" />

    <ImageButton
        android:id="@+id/imageButton1"
        android:layout_width="120dp"
        android:layout_height="120dp"
        android:backgroundTint="#F44336"
        android:onClick="rpsButtonSelected"
        android:scaleType="fitCenter"
        android:tag="2"
        app:layout_constraintBottom_toBottomOf="@+id/imageButton"
        app:layout_constraintEnd_toStartOf="@+id/imageButton2"
        app:layout_constraintHorizontal_bias="0.5"
        app:layout_constraintStart_toEndOf="@+id/imageButton"
        app:layout_constraintTop_toTopOf="@+id/imageButton"

```

```
app:srcCompat="@drawable/paper" />
```

```
<TextView
    android:id="@+id/textView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="84dp"
    android:text="Rock Paper Scissor"
    android:textAppearance="@style/TextAppearance.AppCompat.Display1"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
```

```
<Button
    android:id="@+id/button"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="32dp"
    android:onClick="resetButton"
    android:text="RESET"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.498"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/textView"
    app:strokeColor="#A50000" />
```

```
<TextView
    android:id="@+id/scoreTextVIEW"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="16dp"
    android:text="0 : 0"
    android:textAppearance="@style/TextAppearance.AppCompat.Display1"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.5"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/button" />
```

```
<TextView
    android:id="@+id/textView3"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginEnd="32dp"
    android:layout_marginBottom="8dp"
    android:text="You"
    android:textAppearance="@style/TextAppearance.AppCompat.Large"
```

```
app:layout_constraintBottom_toBottomOf="@+id/scoreTextView"
app:layout_constraintEnd_toStartOf="@+id/scoreTextView" />
```

```
<TextView
    android:id="@+id/textView4"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginStart="32dp"
    android:layout_marginBottom="8dp"
    android:text="Comp"
    android:textAppearance="@style/TextAppearance.AppCompat.Large"
    app:layout_constraintBottom_toBottomOf="@+id/scoreTextView"
    app:layout_constraintStart_toEndOf="@+id/scoreTextView" />
```

```
<TextView
    android:id="@+id/userSelectionTextView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginEnd="8dp"
    android:text="Rock"
    android:textAppearance="@style/TextAppearance.AppCompat.Large"
    app:layout_constraintEnd_toStartOf="@+id/textView3"
    app:layout_constraintTop_toBottomOf="@+id/textView3" />
```

```
<TextView
    android:id="@+id/compSelectionTextView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginStart="8dp"
    android:text="Paper"
    android:textAppearance="@style/TextAppearance.AppCompat.Large"
    app:layout_constraintStart_toEndOf="@+id/textView4"
    app:layout_constraintTop_toBottomOf="@+id/textView4" />
```

```
<TextView
    android:id="@+id/wonLostTieTextView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="64dp"
    android:text="wonLostTieTextView"
    android:textAppearance="@style/TextAppearance.AppCompat.Display1"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.5"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/scoreTextView" />
```

```

<ImageButton
    android:id="@+id/imageButton"
    android:layout_width="120dp"
    android:layout_height="120dp"
    android:layout_marginTop="64dp"
    android:backgroundTint="#3CEC44"
    android:onClick="rpsButtonSelected"
    android:scaleType="fitCenter"
    android:tag="1"
    app:layout_constraintEnd_toStartOf="@+id/imageButton1"
    app:layout_constraintHorizontal_bias="0.5"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/wonLostTieTextView"
    app:srcCompat="@drawable/stone" />

```

```

<Button
    android:id="@+id/Logout"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="16dp"
    android:layout_marginEnd="15dp"
    android:onClick="resetButton"
    android:text="LogOut"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.954"
    app:layout_constraintStart_toEndOf="@+id/textView"
    app:layout_constraintTop_toTopOf="parent" />

```

```

<Button
    android:id="@+id/rules"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginStart="60dp"
    android:layout_marginTop="48dp"
    android:text="RULES"
    app:layout_constraintStart_toStartOf="@+id/imageButton"
    app:layout_constraintTop_toBottomOf="@+id/imageButton"
    app:strokeColor="#00838F" />

```

```

<Button
    android:id="@+id/faq"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginStart="70dp"
    android:layout_marginTop="48dp"
    android:text="FAQs"

```

```

app:layout_constraintStart_toEndOf="@+id/rules"
app:layout_constraintTop_toBottomOf="@+id/imageButton2"
app:strokeColor="#00695C" />

```

```

</androidx.constraintlayout.widget.ConstraintLayout>

```

### **E] activity forget\_password.xml**

```

<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:tools="http://schemas.android.com/tools"
android:layout_width="match_parent"
android:layout_height="match_parent"
tools:context=".ForgetPassword"
android:background="@drawable/magic">

```

```

<View
    android:id="@+id/view"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="#1B000000" />

```

```

<androidx.constraintlayout.widget.ConstraintLayout
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:layout_editor_absoluteX="-145dp"
    tools:layout_editor_absoluteY="29dp">

```

```

<TextView
    android:id="@+id/textView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="132dp"
    android:fontFamily="@font/aldrich"
    android:text="Forget Password"
    android:textColor="@color/white"
    android:textSize="40sp"
    android:textStyle="bold"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.498"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />

```

```

<EditText
    android:id="@+id/forEmail"

```

```

android:layout_width="0dp"
android:layout_height="wrap_content"
android:layout_marginStart="24dp"
android:layout_marginTop="32dp"
android:layout_marginEnd="24dp"
android:background="@drawable/input_bg"
android:drawableLeft="@drawable/ic_baseline_email_24"
android:drawablePadding="10dp"
android:ems="10"
android:hint="Email"
android:inputType="textEmailAddress"
android:paddingLeft="20dp"
android:paddingTop="13dp"
android:paddingRight="20dp"
android:paddingBottom="13dp"
android:textColor="@color/white"
android:textColorHint="@color/white"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintHorizontal_bias="1.0"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toBottomOf="@+id/textView"
app:layout_editor_absoluteX="97dp"
app:layout_editor_absoluteY="248dp" />

```

```

<TextView
    android:id="@+id/login"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginTop="16dp"
    android:text="Back to Login"
    android:textColor="@color/white"
    android:textSize="20sp"
    app:layout_constraintEnd_toEndOf="@+id/forEmail"
    app:layout_constraintTop_toBottomOf="@id/forEmail" />

```

```

<Button
    android:id="@+id/forgetBtn"
    android:layout_width="0dp"
    android:layout_height="wrap_content"
    android:layout_marginTop="64dp"
    android:background="@drawable/input_bg"
    android:text="Forget Password"
    android:textColor="@color/white"
    app:layout_constraintEnd_toEndOf="@+id/forEmail"
    app:layout_constraintStart_toStartOf="@+id/forEmail"

```

```

        app:layout_constraintTop_toBottomOf="@+id/forEmail" />
    </androidx.constraintlayout.widget.ConstraintLayout>

```

```

</androidx.constraintlayout.widget.ConstraintLayout>

```

### **F] activity\_google\_sign\_in.xml**

```

<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".GoogleSignInActivity">

    </androidx.constraintlayout.widget.ConstraintLayout>

```

### **G] Login.java**

```

package com.example.rpsgame;

import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;
import android.app.ProgressDialog;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.ImageView;
import android.widget.TextView;
import android.widget.Toast;
import com.google.android.gms.tasks.OnCompleteListener;
import com.google.android.gms.tasks.Task;
import com.google.firebase.auth.AuthResult;
import com.google.firebase.auth.FirebaseAuth;
import com.google.firebase.auth.FirebaseUser;

public class Login extends AppCompatActivity {
    TextView createnewAccount;
    EditText inputEmail,inputPassword;
    Button btnLogin;
    String emailPattern = "[a-zA-Z0-9._-]+@[a-z]+\\\\\\\\.+[a-z]+";
    ProgressDialog pd;
    TextView forgetpassword;

    ImageView btnGoogle;

```



```

FirebaseAuth mAuth;
FirebaseUser mUser;

```

```

@Override

```

```

protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_login);

```

```

    createnewAccount = findViewById(R.id.createNewAccount);
    inputEmail=findViewById(R.id.inputEmail);
    inputPassword=findViewById(R.id.inputPassword);
    btnLogin=findViewById(R.id.btnLogin);
    btnGoogle=findViewById(R.id.btnGoogle);
    forgetpassword = findViewById(R.id.forgetPassword);

```

```

    pd = new ProgressDialog(this);
    mAuth = FirebaseAuth.getInstance();
    mUser = mAuth.getCurrentUser();

```

```

    forgetpassword.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View view) {
            startActivity(new Intent(Login.this,ForgetPassword.class));
        }
    });

```

```

    createnewAccount.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View view) {

            startActivity(new Intent(Login.this,Register.class));
        }
    });

```

```

    btnLogin.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
            perforLogin();
        }
    });

```

```

    btnGoogle.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View view) {
            Intent intent=new Intent(Login.this,GoogleSignInActivity.class);
            startActivity(intent);

```

```

    }
    });
}
private void performLogin() {
    String email = inputEmail.getText().toString();
    String password = inputPassword.getText().toString();

    if(email.matches(emailPattern)){
        inputEmail.setError("Enter Correct Email");
        inputEmail.requestFocus();
    }
    else if(password.isEmpty() || password.length()<6){
        inputPassword.setError("Enter Proper Password");
    }
    else{
        pd.setMessage("Loading...");
        pd.setTitle("Login");
        pd.setCanceledOnTouchOutside(false);
        pd.show();

        mAuth.signInWithEmailAndPassword(email,password).addOnCompleteListener(new
        OnCompleteListener<AuthResult>() {
            @Override
            public void onComplete(@NonNull Task<AuthResult> task) {
                if (task.isSuccessful()){
                    pd.dismiss();
                    sendUserToNextActivity();
                    Toast.makeText(Login.this, "Login Successful",
                    Toast.LENGTH_SHORT).show();
                }
                else{
                    pd.dismiss();
                    Toast.makeText(Login.this, ""+task.getException(),
                    Toast.LENGTH_SHORT).show();
                }
            }
        });
    }
}
private void sendUserToNextActivity() {
    Intent intent=new Intent(Login.this,game.class);
    intent.setFlags(Intent.FLAG_ACTIVITY_CLEAR_TASK|Intent.FLAG_ACTIVITY_NEW_TASK);
    startActivity(intent);
}
}

```

**H] Register.java**

```

package com.example.rpsgame;

import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;
import android.app.ProgressDialog;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
import android.widget.Toast;
import com.google.android.gms.tasks.OnCompleteListener;
import com.google.android.gms.tasks.Task;
import com.google.firebase.auth.AuthResult;
import com.google.firebase.auth.FirebaseAuth;
import com.google.firebase.auth.FirebaseUser;

public class Register extends AppCompatActivity {

    TextView AlreadyHaveAccount;
    EditText inputEmail,inputPassword,inputConfirm;
    Button btnRegister;

    String emailPattern = "[a-zA-Z0-9._-]+@[a-z]+\\\\\\\\.+[a-z]+";
    ProgressDialog pd;
    FirebaseAuth mAuth;
    FirebaseUser mUser;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_register);
        AlreadyHaveAccount=findViewById(R.id.AlreadyHaveAccount);
        inputEmail=findViewById(R.id.inputEmail);
        inputPassword=findViewById(R.id.inputPassword);
        inputConfirm=findViewById(R.id.inputConfirm);
        btnRegister=findViewById(R.id.btnRegister);
        pd = new ProgressDialog(this);
        mAuth = FirebaseAuth.getInstance();
        mUser = mAuth.getCurrentUser();

        AlreadyHaveAccount.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                startActivity(new Intent(Register.this,Login.class));
            }
        });
    }

```

```

    }
});

btnRegister.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
        perforAuth();
    }
});
}

private void perforAuth() {
    String email = inputEmail.getText().toString();
    String password = inputPassword.getText().toString();
    String ConfirmPassword = inputConfirm.getText().toString();

    if(email.matches(emailPattern)){
        inputEmail.setError("Enter Correct Email");
        inputEmail.requestFocus();
    }
    else if(password.isEmpty() || password.length()<6){
        inputPassword.setError("Enter Proper Password");
    }
    else if(!password.equals(ConfirmPassword))
    {
        inputConfirm.setError("Password and ConfirmPassword Doesn't Match");
    }
    else{
        pd.setMessage("Please wait while Registration...");
        pd.setTitle("Registration");
        pd.setCanceledOnTouchOutside(false);
        pd.show();

        mAuth.createUserWithEmailAndPassword(email,password).addOnCompleteListener(new
        OnCompleteListener<AuthResult>() {
            @Override
            public void onComplete(@NonNull Task<AuthResult> task) {
                if(task.isSuccessful()){
                    pd.dismiss();
                    sendUserToNextActivity();
                    Toast.makeText(Register.this,"Registration
                    Successful",Toast.LENGTH_SHORT).show();
                }
                else{
                    pd.dismiss();

```

```

Toast.makeText(Register.this,""+task.getException(),Toast.LENGTH_SHORT).show();
        }
    }
});

}

private void sendUserToNextActivity() {
    Intent intent=new Intent(Register.this,game.class);

    intent.setFlags(Intent.FLAG_ACTIVITY_CLEAR_TASK|Intent.FLAG_ACTIVITY_NEW_TASK);
    startActivity(intent);
}
}

```

### **I] splash.java**

```

package com.example.rpsgame;

import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.os.Handler;
import android.view.WindowManager;

public class splash extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);

        getWindow().setFlags(WindowManager.LayoutParams.FLAG_FULLSCREEN,WindowManager
        .LayoutParams.FLAG_FULLSCREEN);
        setContentView(R.layout.activity_splash);

        new Handler().postDelayed(new Runnable() {
            @Override
            public void run() {
                Intent intent = new Intent(splash.this,Login.class);
                startActivity(intent);
            }
        },3000);
    }
}

```

**J] game.java**

```

package com.example.rpsgame;

import androidx.appcompat.app.AppCompatActivity;
import androidx.core.view.GravityCompat;
import androidx.drawerlayout.widget.DrawerLayout;
import androidx.fragment.app.Fragment;
import androidx.fragment.app.FragmentManager;
import androidx.fragment.app.FragmentTransaction;
import android.app.AlertDialog;
import android.content.DialogInterface;
import android.content.Intent;
import android.net.Uri;
import android.os.Bundle;
import android.util.Log;
import android.view.Menu;
import android.view.View;
import android.widget.Button;
import android.widget.ImageView;
import android.widget.TextView;
import android.widget.Toast;
import java.net.URL;
import java.util.Random;

public class game extends AppCompatActivity {
    private static final String TAG = "MainActivity";
    TextView userSelectionTextView, compSelectionTextView, wonLostTieTextView,
scoreTextVIEW;
    Button logout;
    Button rules , FAQs ;
    int userScore = 0, compScore = 0;
    Random random;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_game);
        userSelectionTextView = findViewById(R.id.userSelectionTextView);
        compSelectionTextView = findViewById(R.id.compSelectionTextView);
        wonLostTieTextView = findViewById(R.id.wonLostTieTextView);
        scoreTextVIEW = findViewById(R.id.scoreTextVIEW);
        logout = findViewById(R.id.Logout);
        rules = findViewById(R.id.rules);
        FAQs = findViewById(R.id.faq);
    }
}

```

```
userSelectionTextView.setText("");
compSelectionTextView.setText("");
wonLostTieTextView.setText("");
random = new Random();

rules.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        Intent in = new Intent(game.this, Rules.class);
        startActivity(in);
        Toast.makeText(game.this, "RULES", Toast.LENGTH_SHORT).show();
    }
});
FAQs.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        golink("https://www.paperrockscissor.com/frequently-asked-questions");
    }
});
logout.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        Intent intent = new Intent(game.this, Login.class);
        startActivity(intent);
        finish();
        Toast.makeText(game.this, "Successfully Logged Out",
Toast.LENGTH_SHORT).show();
    }
});
}
private void golink(String s) {
    Uri uri = Uri.parse(s);
    startActivity(new Intent(Intent.ACTION_VIEW, uri));
}
public void resetButton(View view) {
    wonLostTieTextView.setText("");
    userSelectionTextView.setText("");
    compSelectionTextView.setText("");
    userScore = 0;
    compScore = 0;
    setScoreTextVIEW(userScore, compScore);
}
public void rpsButtonSelected(View view) {
    int userSelection = Integer.parseInt(view.getTag().toString());
```

```

    Log.i(TAG, "rpsButtonSelected: " + userSelection);
    matchGame(userSelection);
}
private void matchGame(int userSelection){
    int low=1;
    int high=3;
    int compSelection = random.nextInt(high) + low ;
    if (userSelection == compSelection){
        //Tie
        wonLostTieTextView.setText("It's a Tie!");
    }
    else if ((userSelection - compSelection) % 3 ==1){
        //User Win
        userScore++;
        wonLostTieTextView.setText("yay,you won!");
    }
    else{
        //comp wins
        compScore++;
        wonLostTieTextView.setText("Oops,you Lost!");
    }
    switch (userSelection){
        case 1:
            userSelectionTextView.setText("Rock");
            break;
        case 2:
            userSelectionTextView.setText("Paper");
            break;
        case 3:
            userSelectionTextView.setText("Scissor");
            break;
    }
    switch (compSelection){
        case 1:
            compSelectionTextView.setText("Rock");
            break;
        case 2:
            compSelectionTextView.setText("Paper");
            break;
        case 3:
            compSelectionTextView.setText("Scissor");
            break;
    }

    setScoreTextVIEW(userScore,compScore);
}

```



```

private void setScoreTextView(int userScore, int compScore){
    scoreTextView.setText(String.valueOf(userScore)+ ":" + String.valueOf(compScore));
}
@Override
public void onBackPressed() {
    new AlertDialog.Builder(this)
        .setMessage("Are You Sure you want to end the game?")
        .setCancelable(false)
        .setPositiveButton("Yes", new DialogInterface.OnClickListener() {
            @Override
            public void onClick(DialogInterface dialogInterface, int i) {
                finish();
            }
        })
        .setNegativeButton("No",null)
        .show();
}
public void Logout(View v){
    moveTaskToBack(true);
    android.os.Process.killProcess(android.os.Process.myPid());
    System.exit(1);
}
}

```

## AndroidManifest.xml

```

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">
    <uses-permission android:name="android.permission.INTERNET" />
    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@drawable/magic"
        android:label="@string/app_name"
        android:roundIcon="@drawable/image_launcher_round"
        android:supportRtl="true"
        android:theme="@style/Theme.RPSgame">
        <activity
            android:name=".Rules"
            android:exported="false">
            <meta-data
                android:name="android.app.lib_name"
                android:value="" />
        </activity>
        <activity

```

```

        android:name=".ForgetPassword"
        android:exported="false">
        <meta-data
            android:name="android.app.lib_name"
            android:value="" />
    </activity>
    <activity
        android:name=".GoogleSignInActivity"
        android:exported="false">
        <meta-data
            android:name="android.app.lib_name"
            android:value="" />
    </activity>
    <activity
        android:name=".game"
        android:exported="false">
        <meta-data
            android:name="android.app.lib_name"
            android:value="" />
    </activity>
    <activity
        android:name=".splash"
        android:exported="true">
        <intent-filter>
            <action android:name="android.intent.action.MAIN" />
            <category android:name="android.intent.category.LAUNCHER" />
        </intent-filter>
    </activity>
    <activity
        android:name=".Register"
        android:exported="true">
        <meta-data
            android:name="android.app.lib_name"
            android:value="" />
    </activity>
    <activity
        android:name=".Login"
        android:exported="true">
        <meta-data
            android:name="android.app.lib_name"
            android:value="" />
    </activity>
    <meta-data
        android:name="preloaded_fonts"
        android:resource="@array/preloaded_fonts" />
</application>

```

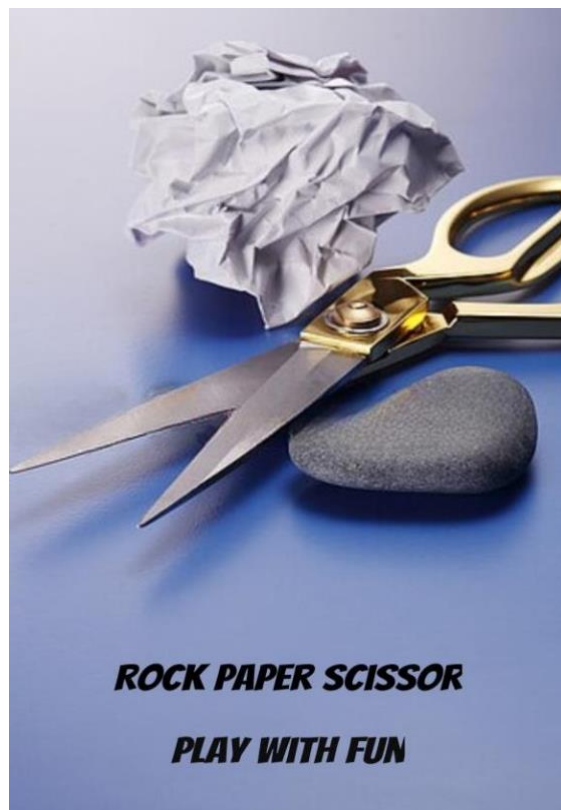
## RESULT

### 5.1 Validation and Naming Conventions

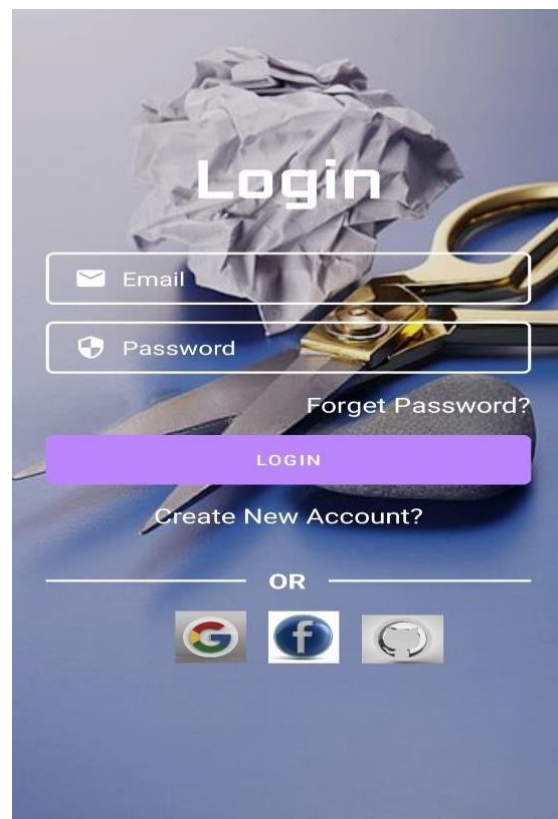
Sr. No.	Control ID	Validations Used	Reason
1.	Email	Required Field Validator,String index Of Validation	Email Cannot be empty. Invalid '@' and '.' Position
2.	Password	Required Field Validator,String Length Validator, Regular Expression Validator	Passsword cannot be empty.Password cannot be less than 6 characters.

### 5.2 Screenshots:

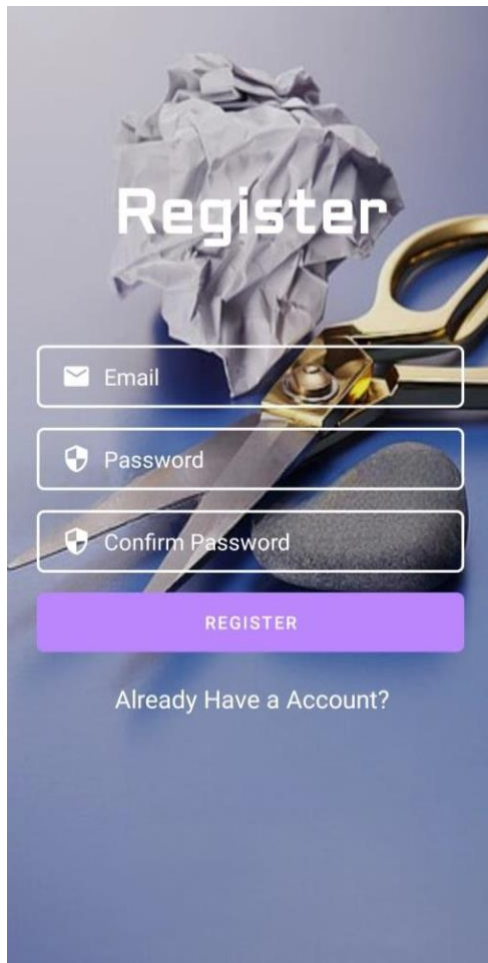
#### 5.2.1 Splash Screen:



#### 6.2.2 Login Page:



### 6.3.2 Register Page

The Register page features a background image of a crumpled piece of white paper, a pair of gold-handled scissors, and a dark grey rock on a blue surface. The word "Register" is displayed in large white text at the top. Below it are three input fields: "Email" with an envelope icon, "Password" with a shield icon, and "Confirm Password" with a shield icon. A purple "REGISTER" button is positioned below the fields. At the bottom, the text "Already Have a Account?" is shown in white.

Register

Email

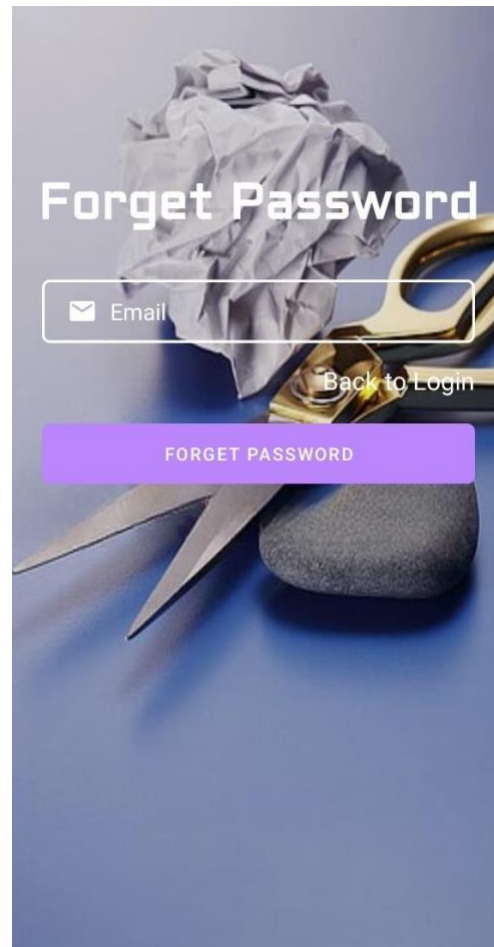
Password

Confirm Password

REGISTER

Already Have a Account?

### 6.3.4 Forget Password Page:

The Forget Password page uses the same background image as the Register page. The text "Forget Password" is at the top in large white font. Below it is an "Email" input field with an envelope icon. A "Back to Login" link is located to the right of the input field. A purple "FORGET PASSWORD" button is centered below the input field.

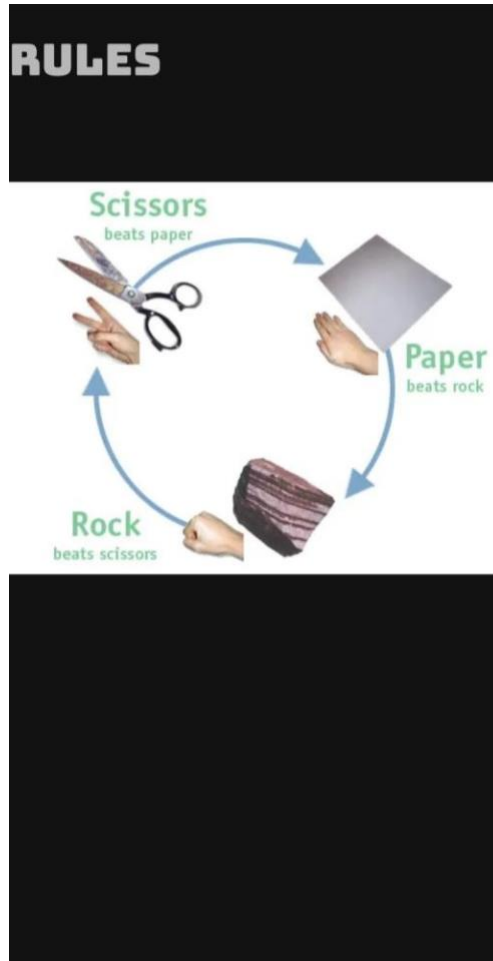
Forget Password

Email

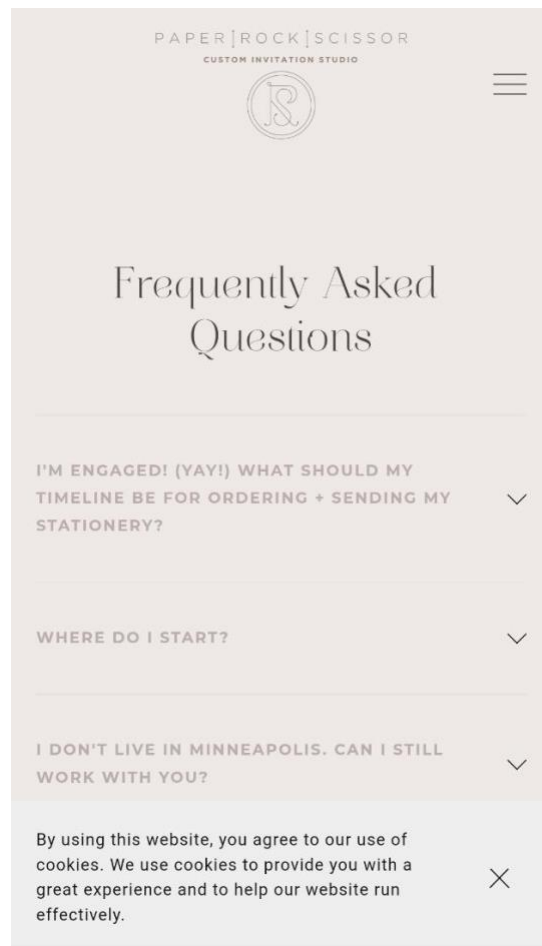
Back to Login

FORGET PASSWORD

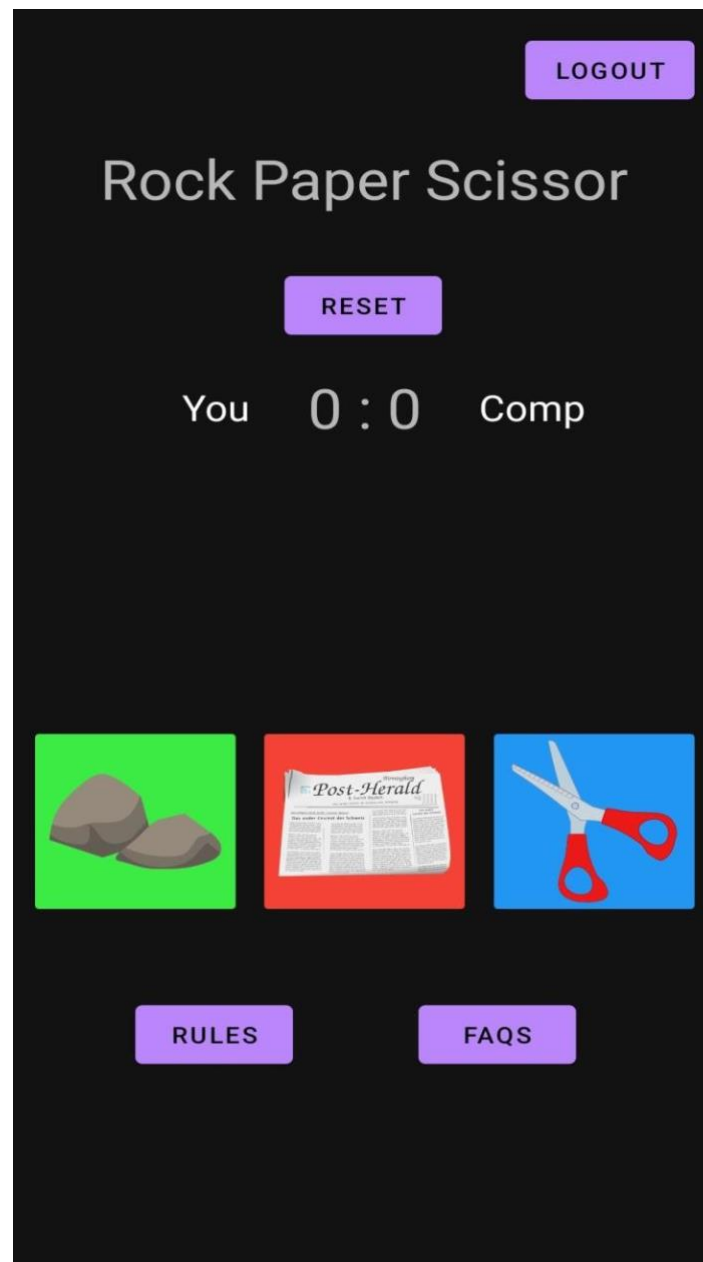
### 6.3.5 Rules Page:



### 6.3.7 Frequently Asked Questions Page:



### 6.3.6 Game Page:



## **7 Future Enhancements & Conclusion**

### **7.1 Future Enhancements:**

- Addition of More Activities.
- Adding Better UI.
- Connecting to the Social media option will be added in future.
- Feedback will be taken to make it better and more attractive and fun playing.
- Players will be able to see the top 10 online matches score.

### **7.2 Conclusion:**

This Document was created with the objective of providing a basic knowledge of Rock Paper Scissor Game. In this busy world when people take their free time off and really want to play a game just for fun then they can use it. It can be used by kids too.

In this game, players can play offline with the computer. Highest score gained by the player will be added to the database. Players can also play online with their friends and have fun.

I also think with the future updates I can turn it into one of the best Rock Paper Scissor Game where players will have lots of fun.

## **8 References**

<https://www.google.com>

<https://www.youtube.com>

<https://www.stackoverflow.com>

<https://teachablemachine.withgoogle.com/>



## **9 Annexure**

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