Main Game

import java.util.Scanner;

/\*\*

\* Duh main game yo!

\*

\* @author Dylan Cruz

\* @version 1.0

\*/

public class MainGame

{

public static void main(String [] args)

{

System.out.println("\f");

Scanner scan = new Scanner(System.in);

int h;

String str;

RPSGame human = new RPSGame();

String playAgain = "Y";

while(playAgain.equals("Y") || playAgain.equals("y"))

{

h = human.humanTakesTurn();

if(h == 4)

{

human.reset();

System.out.println("Resetting the game...");

}

else

human.play(h);

System.out.println("Play again? Type y for yes or n for no.");

playAgain = scan.next();

}

str = human.getGameResults();

System.out.println(str);

str = human.getOveralGameStatus();

System.out.println(str);

}

}

RPSGame

import java.util.Scanner;

/\*\*

\* The game of the century. Rock Paper Scissors: The Game

\*

\* @author Dylan Cruz

\* @version 1.0

\*/

public class RPSGame

{

//instance variablez

private int mySelection;

private int computerWins;

private int humanWins;

private int ties;

private int plays;

/\*\*

\* Constructor for objects of class RPSGame

\*/

public RPSGame()

{

plays = 0;

ties = 0;

humanWins = 0;

computerWins = 0;

mySelection = 0;

}

/\*\*

\* Resets game stats.

\*/

public void reset()

{

plays = 0;

ties = 0;

humanWins = 0;

computerWins = 0;

}

/\*\*

\* Returns the number of times the computer has won.

\*/

public int getComputerWins()

{

return computerWins;

}

/\*\*

\* Returns the number of times the inferior human has won.

\*/

public int getHumanWins()

{

return humanWins;

}

public int getTies()

{

return ties;

}

/\*\*

\* humanTakesTurn - this method will give a menu for the user:

\* Choose:

\* (1) rock

\* (2) paper

\* (3) scissors

\* (4) reset game

\* Please enter 1, 2, 3 or 4:

\*

\* this method uses the scanner class to allow the user to input something

\*/

public int humanTakesTurn()

{

System.out.print("\f");

Scanner scan = new Scanner(System.in);

System.out.println("Welcome to Rock Paper Scissors: The Game");

System.out.println("Please Choose:");

System.out.println("(1) The Rockin' Rock");

System.out.println("(2) The Powerful Paper");

System.out.println("(3) The Sharp Scissors");

System.out.println("(4) Reset");

mySelection = scan.nextInt();

while(mySelection < 1 || mySelection > 4)

{

if(mySelection == 3223)

{

System.out.println("You entered the secret password! Yay! You get 999 wins!");

humanWins = 999;

}

System.out.println("Please choose a valid number.");

mySelection = scan.nextInt();

}

return mySelection;

}

/\*\*

\* play game - input parameters

\* @param : h = human choice ( 1 = rock, 2 = paper, 3 = scissors)

\*

\* This method will instantiate a computer object and invoke the computerTakesTurnMethod

\* then check if human or computer won or is it a tie -- keep track of game stats

\*/

public void play(int h)

{

h = mySelection;

randomHelper rand = new randomHelper();

int c = rand.computerTakesTurn();

if(h==1 && c==3)

humanWins++;

if(h==1 && c==2)

computerWins++;

if(h==2 && c==3)

computerWins++;

if(h==2 && c==1)

humanWins++;

if(h==3 && c==2)

humanWins++;

if(h==3 && c==1)

computerWins++;

if(h==c)

ties++;

plays++;

}

/\*\*

\* getGameResults

\* @param - outputs string reflecting how the human did against the computer.

\*/

public String getGameResults()

{

String results = "Human Wins " + humanWins + "\nComputer Wins " + computerWins + "\nTies " + ties + "\nTotal Plays " + plays;;

return results;

}

/\*\*

\* getOveralGameStatus

\* @param - outputs string reflecting how the human did against the computer.

\*/

public String getOveralGameStatus()

{

String status;

int stat = humanWins - computerWins;

if(stat >= 5)

status = "You're the new king of Rock Paper Scissor: The Game. Congratulations.";

else if(stat >=1 && stat <= 4)

status = "You're on the way to become the best. Keep it up.";

else if(stat == 0)

status = "You're even with the computer, you can do this!";

else if(stat <= -1 && stat >= -4)

status = "You're in the red right now. You must do better!";

else

status = "You're a dissapointment.";

return status;

}

}

Random helper

import java.util.Random;

/\*\*

\* Helps random gen be random.

\*

\* @author Dylan Cruz

\* @version 1.0

\*/

public class randomHelper

{

private int computerSelection;

private Random gen = new Random();

public randomHelper()

{

computerSelection = 1;

}

/\*\*

\* ComputerTakesTurn : uses random generator to get a value 1, 2 or 3

\* @param - outputs computer choice 1 = rock, 2 = paper, 3 = scissors

\*/

public int computerTakesTurn()

{

computerSelection = gen.nextInt(3)+1;

int c = computerSelection;

return c;

}

}