



UNIVERSIDAD
DE COLIMA

Carlos Emmanuel Anguiano Pedraza

5C

Programación de aplicaciones

FLORES RUELAS FERNANDO ALFONSO

```

fun main() {
    println(rockScissorsPaper(arrayListOf(Pair(Move.ROCK, Move.ROCK))))

    println(rockScissorsPaper(arrayListOf(Pair(Move.ROCK, Move.SCISSORS))))

    println(rockScissorsPaper(arrayListOf(Pair(Move.PAPER, Move.SCISSORS))))

    println(rockScissorsPaper(arrayListOf(
        Pair(Move.ROCK, Move.ROCK),
        Pair(Move.SCISSORS, Move.SCISSORS),
        Pair(Move.PAPER, Move.PAPER))))
    println(rockScissorsPaper(arrayListOf(
        Pair(Move.ROCK, Move.SCISSORS),
        Pair(Move.SCISSORS, Move.PAPER),
        Pair(Move.SCISSORS, Move.ROCK))))
    println(rockScissorsPaper(arrayListOf(
        Pair(Move.ROCK, Move.PAPER),
        Pair(Move.SCISSORS, Move.ROCK),
        Pair(Move.PAPER, Move.SCISSORS))))
}

enum class Move {
    ROCK, SCISSORS, PAPER
}

private fun rockScissorsPaper(games: List<Pair<Move, Move>>): String {

    var playerOneGames = 0
    var playerTwoGames = 0

    games.forEach { game ->

        val playerOneMove = game.first
        val playerTwoMove = game.second

        if (playerOneMove != playerTwoMove) {

            if (playerOneMove == Move.ROCK && playerTwoMove == Move.SCISSORS
                || playerOneMove == Move.SCISSORS && playerTwoMove ==
Move.PAPER
                || playerOneMove == Move.PAPER && playerTwoMove ==
Move.ROCK) {

                playerOneGames += 1
            } else {

```

```

        playerTwoGames += 1
    }
}

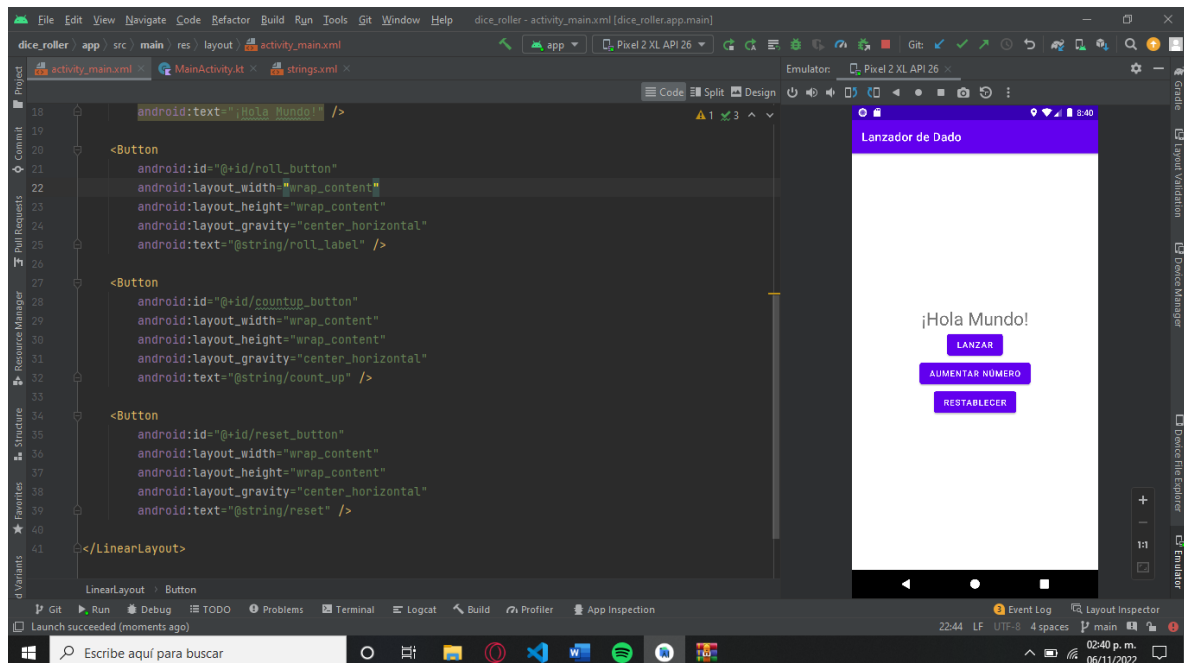
return if (playerOneGames == playerTwoGames) {
    "Tie"
} else if (playerOneGames > playerTwoGames) {
    "Player 1"
} else {
    "Player 2"
}
}

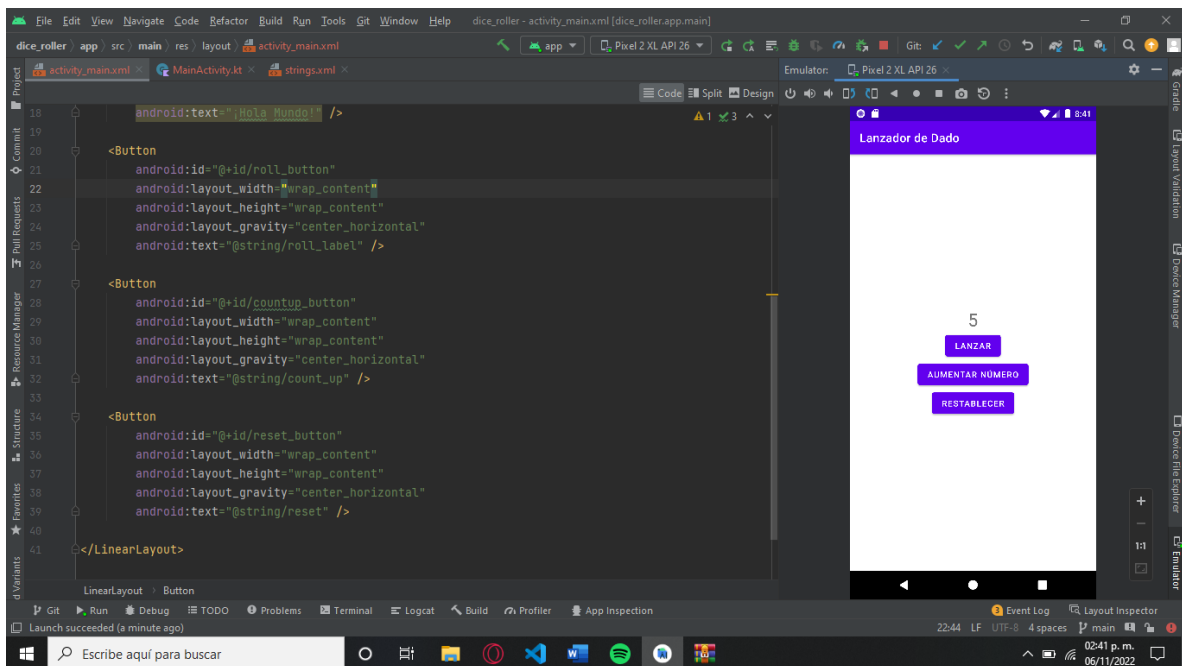
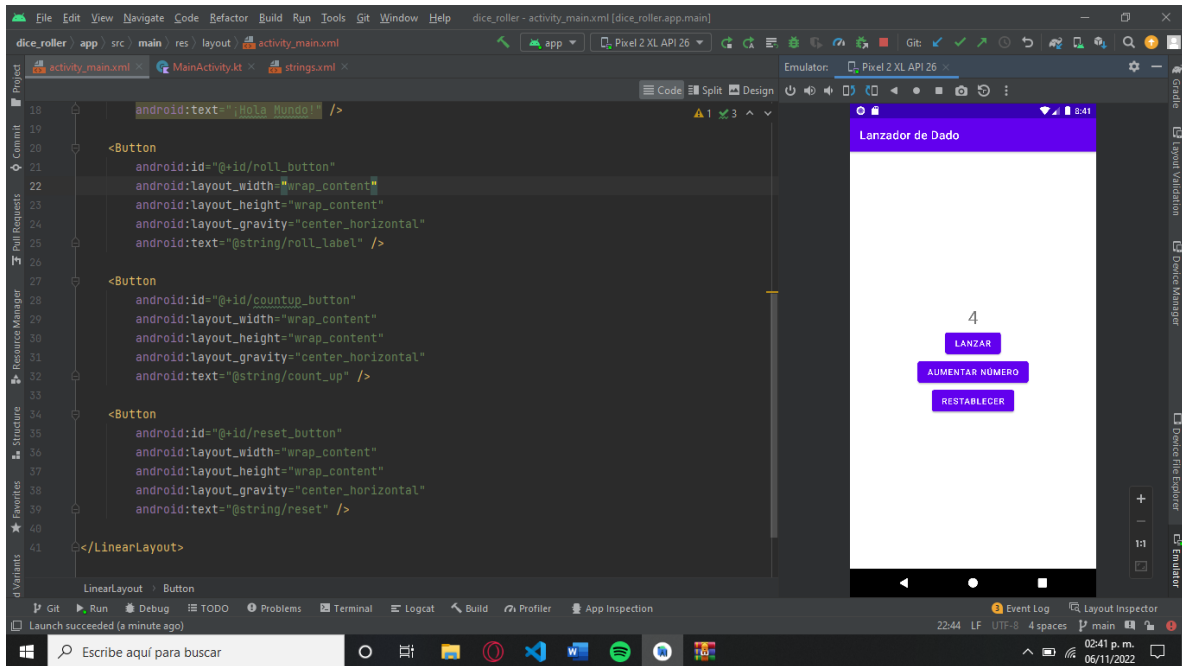
```

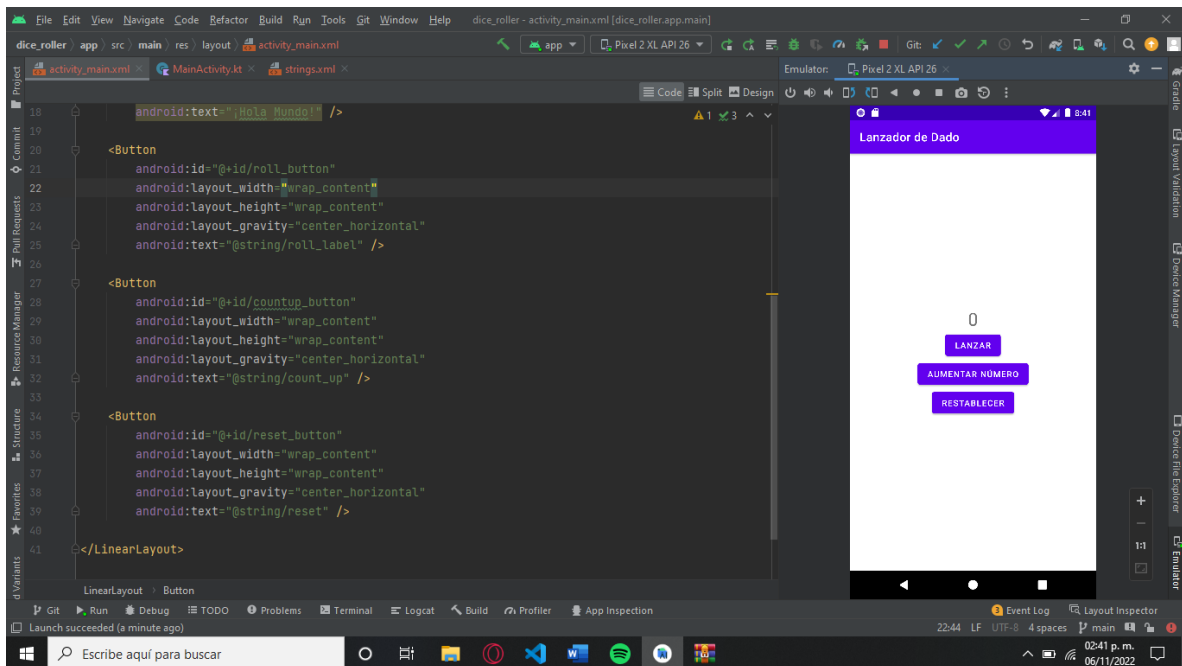
```

PS C:\Users\Usuario\Desktop\FACULTAD\PROGRA DE APPS> java -jar PPT.jar
Tie
Player 1
Player 2
Tie
Player 1
Player 2

```







Tuve algunos problemas con la realización de estos programas ya que no podía correrlo y no podía cambiar unas cosas, pero con la ayuda de un compañero pude realizarla correctamente