



## CSE 313: Advanced Programming

### HW Assignment 1

#### Submission Instructions

Submit your answer in a **zipped folder** named following this format: “**LASTNAME\_ID\_HW1.ZIP**”

The folder should contain:

Each submitted python file should be **properly documented with a header and additional comments whenever needed**. (Refer to the template file in Lab 1)

Screenshots of the output of each problem “**lastname\_id\_hw\_p1.jpg**”

**Warning on plagiarism:** *All submitted files will be checked using plagiarism detection software. Any found attempts will be penalized as per the University Regulations.*

#### Questions

Choose one of the following problems. Use the “tic-tac-toe” class provided with the assignment as an example how to approach these problems.

##### Problem 1:

Write a class **called Rock\_paper\_scissors** that implements the logic of the game Rockpaper- scissors. For this game the user plays against the computer for a certain number of rounds. Your class should have fields for the how many rounds there will be, the current round number, and the number of wins each player has. There should be methods for getting the computer’s choice, finding the winner of a round, and checking to see if someone has won the (entire) game. You may want more methods. Use the **Rock\_paper\_scissors** class to create a simple text-based version of the game

## Problem 2

Write a class called **Connect4** that implements the logic of a Connect4 game.

Use the Connect4 class to create a simple text-based version of the game.