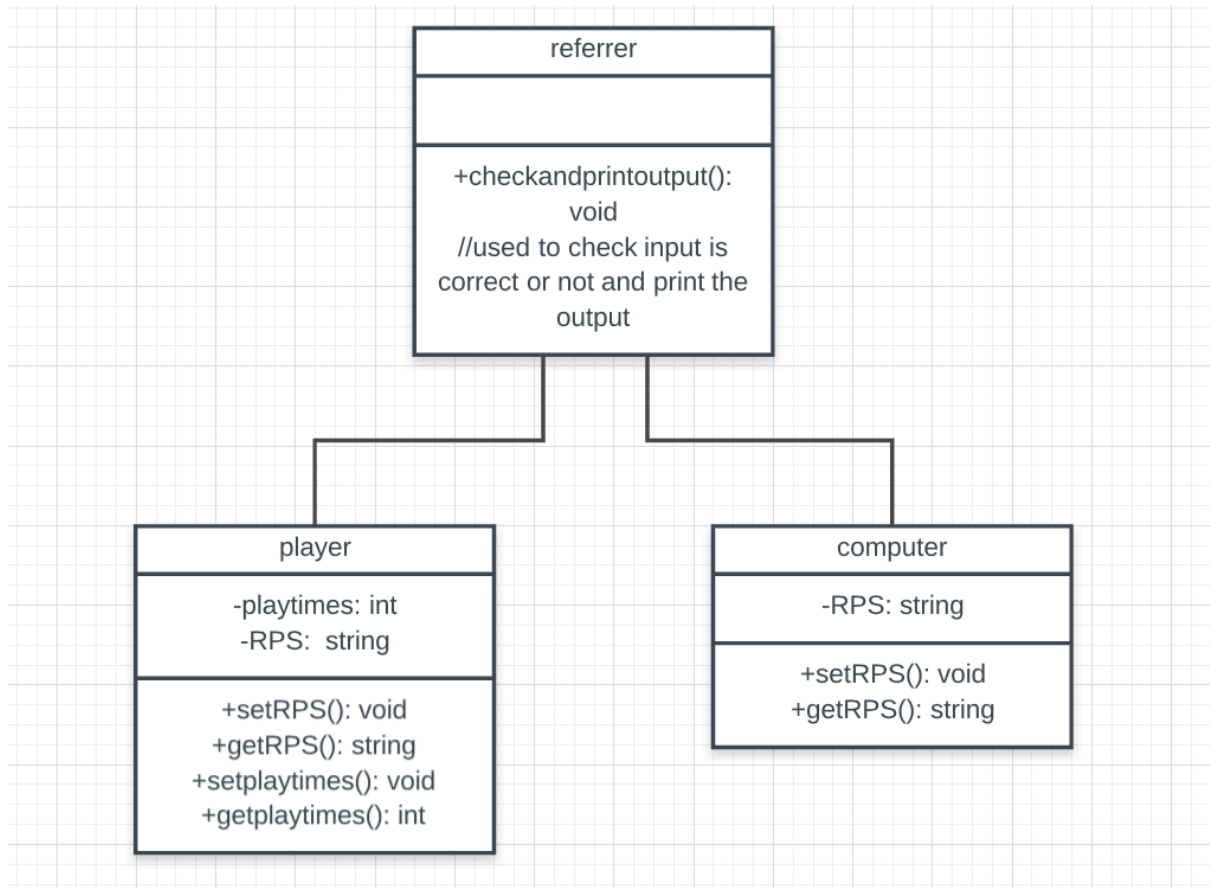


## Design

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### Description:

In referrer class:

Checkandprintout() function: will check: the “playtimes” in player class is equal to the number of string(RPS) in player class, if the number are different there will print out “error” straight away. When the number is same, it will compare the RPS from player and RPS from computer, and print out the output.

In player class:

The player will ask to input the playtimes and RPS. And the function below will set and get the playtimes and RPS.

In computer class:

RPS of computer class will only be R.

Input: "3 S S S"

Expect output: "L L L"

output: "L L L"

Input: "3 R R R"

Expect output: "T T T"

output: "T T T"

Input: "3 S P R"

Expect output: "L W T"

output: "L W T"

Input: "4 R R P S"

Expect output: "T T W L"

output: "T T W L"

Input: "3 R R P S"

Expect output: "error"

output: "error"

Input: "3 R R "

Expect output: "error"

output: "error"