

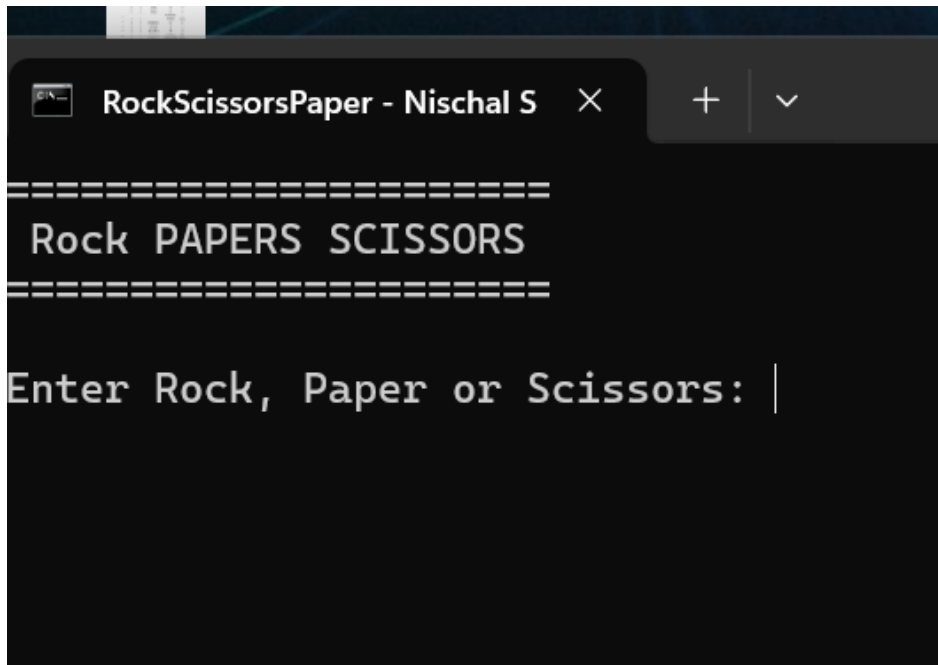
Object Oriented Programming

Prof. Fred Stiebler

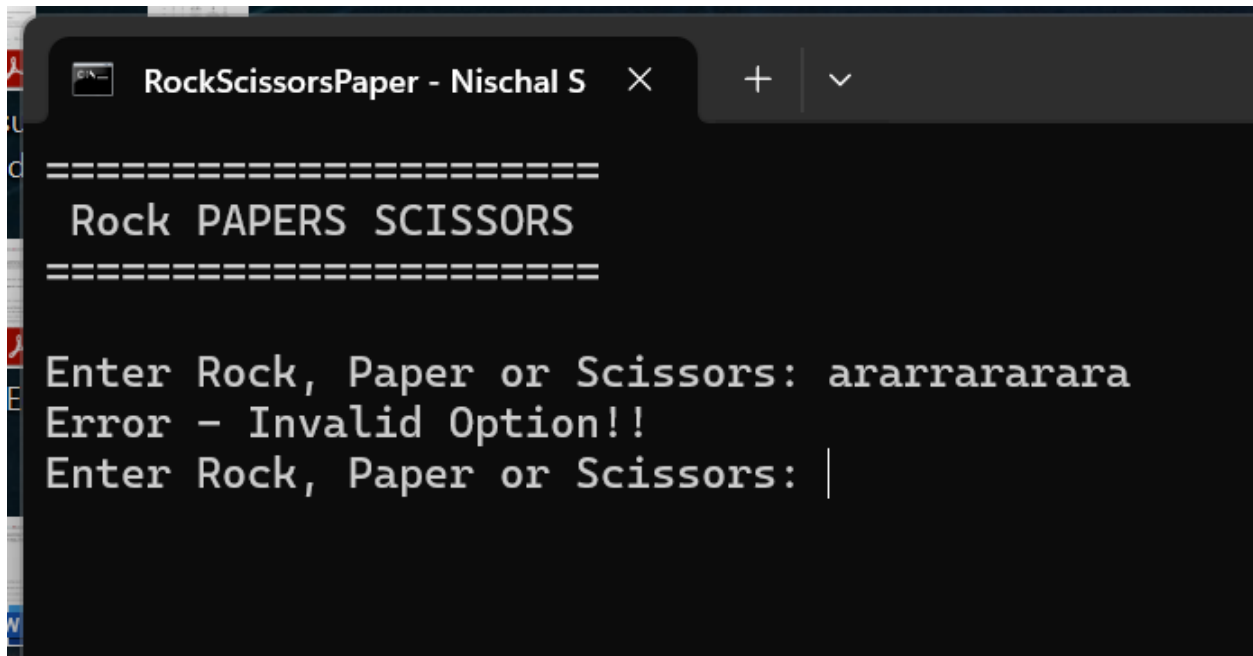
ICE-6

Nischal Shrestha Kasula

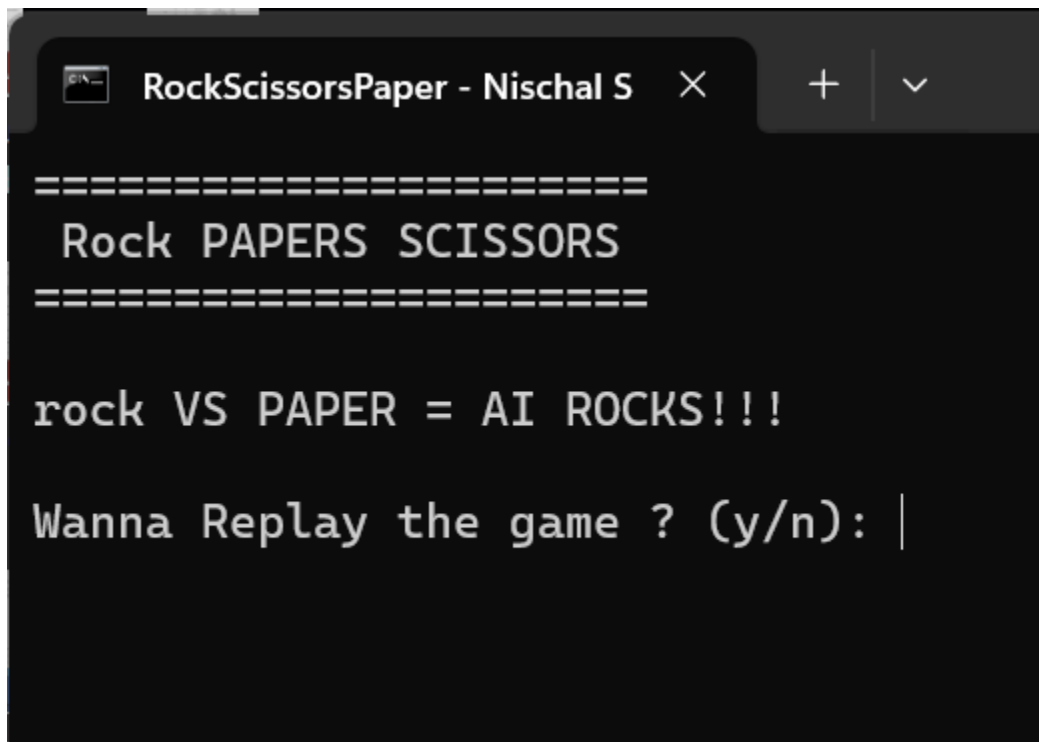
SS 1: Initial screen, which is what you see as soon as the app is open.



SS 2: Entered something that is not a valid option and pressed [enter]



SS 3: Entered a valid input and showed the message when the player loses

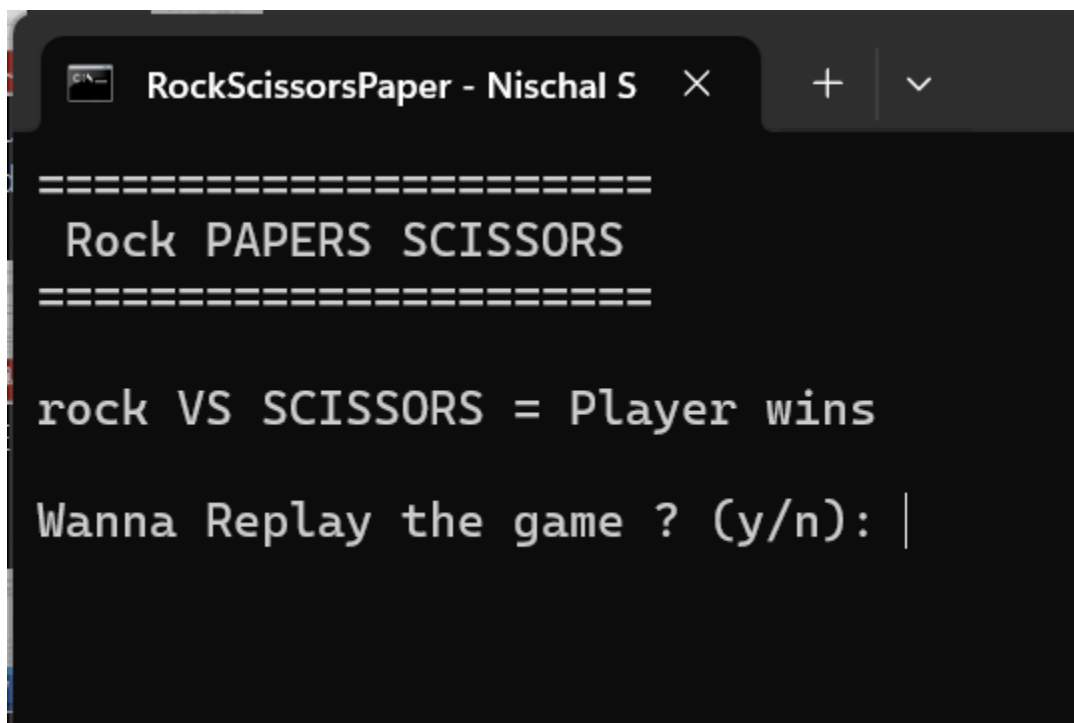


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=====
Rock PAPERS SCISSORS
=====

rock VS PAPER = AI ROCKS!!!

Wanna Replay the game ? (y/n): |
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SS 4: Entered a valid input and showed the message when the player wins

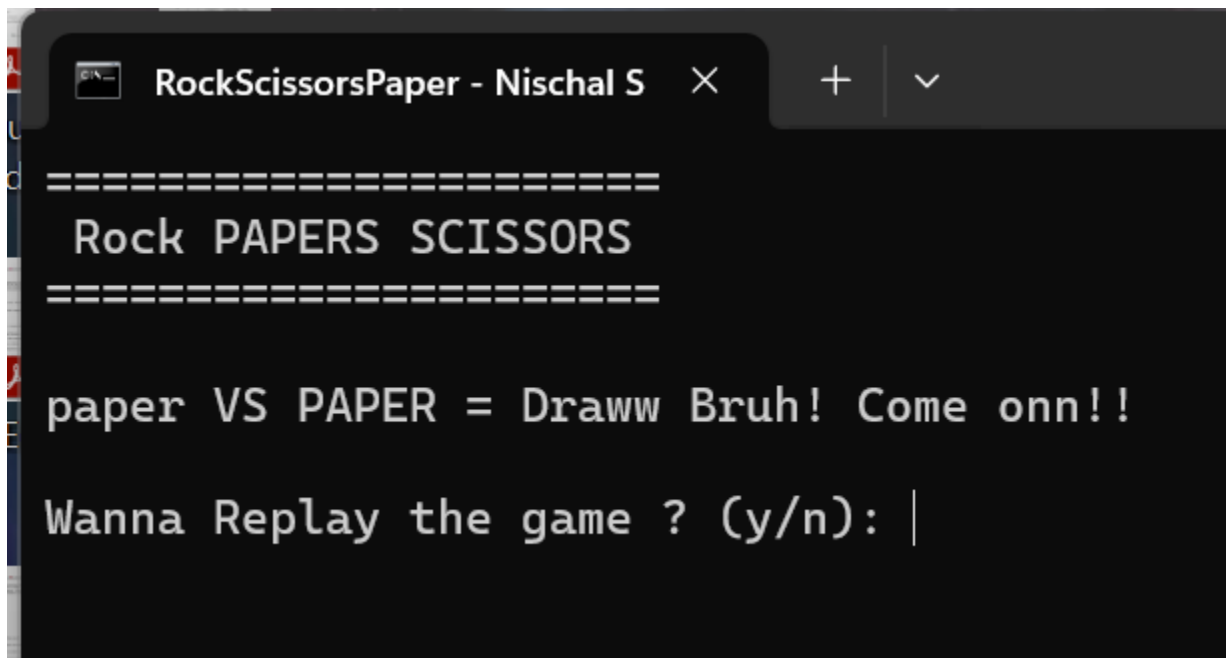


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Rock PAPERS SCISSORS
=====

rock VS SCISSORS = Player wins

Wanna Replay the game ? (y/n): |
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SS 5: Enter a valid input and show the message when the player draws with the computer



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RockScissorsPaper - Nischal S X + v
=====
Rock PAPERS SCISSORS
=====

paper VS PAPER = Draww Bruh! Come onn!!

Wanna Replay the game ? (y/n): |
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QUESTION 1 – How are random number generators used in games and entertainment software?

- They create unpredictable events like loot drops and AI decisions.

QUESTION 2 – If you get the same number twice, does it mean the number is not random?

- No, Random numbers can repeat, randomness doesn't mean uniqueness.

QUESTION 3 – What is the concept of seeding in random number generators?

- A seed starts a random number generator in a way that makes the results repeatable.

QUESTION 4 – What is a static method?

- A method tied to a class, not an instance, callable without an object.

QUESTION 5 – What is a private variable?

- A variable accessible only within its class for data protection.