3/10/2022

LAB 5.2

Computer technology GBS* 21/22

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Final submission session 2

(after the lab)

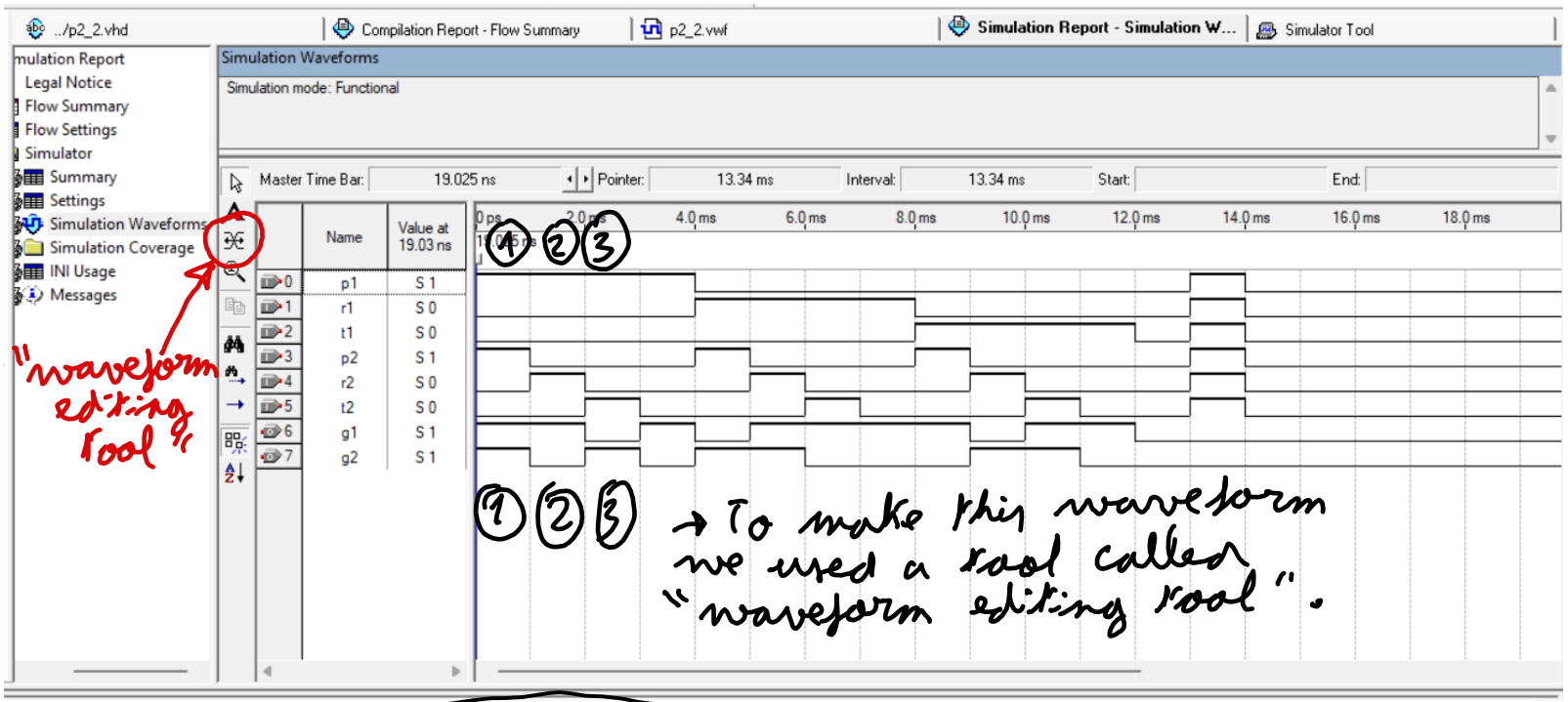
Explication of the code:

→ For the game implementation we first took into account the cases:

- in which nobody plays or a player touches various buttons (e.g paper and stone at the same time)

- One player decides not to play (or pushes several buttons), but the other one choose a button, so the second one would win.

- Then, we implemented the cases in which player 1 wins, so as we have already taken into account all possible cases, the rest of the cases (else), would be that player 2 wins.



p1	r1	t1	p2	r2	t2	g1	g2
1	0	0	1	0	0	1	1
1	0	0	0	1	0	1	0
1	0	0	0	0	1	0	1
1	0	0	0	0	0	1	0
0	1	0	1	0	0	0	1
0	1	0	0	1	0	1	1
0	1	0	0	0	1	1	0
0	1	0	0	0	0	1	0
0	0	1	1	0	0	1	0
0	0	1	0	1	0	0	1
0	0	1	0	0	1	1	1
0	0	1	0	0	0	1	0

→ We only took the cases where we are interested, but we also took into account the case in which all the buttons are pressed to show that the output is "00".

① Here we observe that both players take out paper and the output is "11" meaning is a draw

② Here we observe that player 1 took out paper and player 2 took out rock, player 1 wins

③ Here we observe that player 1 took out paper and player 2 took out scissors, player 2 wins.

p = paper

r = rock

t = scissors