

INFDEV02-2

Homework 1

DEV Team

Exercise 1 (Player class)

- Define a class **Player** with the following attributes **name**, **x**, **y**. The attributes' values are assigned in the constructor (`__init__`) by the input arguments.
- Create three instances of **Player**

Exercise 2 (Position class)

- Define a class **Position** with the following attributes **x**, **y**. The attributes' values are assigned in the constructor (`__init__`) by the input arguments.
- Create three instances of **Player**

Exercise 3 (refined Player)

- Adapt the class **Player** so now the attributes **x** and **y** are captured by a **Position** instance.
- Create three instances of **Player**

Exercise 4 (Game)

- Define a class **Game** with the following attributes **title**, **player1**, and **player2**. The attributes' values are assigned in the constructor (`__init__`) by the input arguments.
- Create a single instance of **Game**

Exercise 4 (paper rock scissors)

- Define a class **Player** with the following attributes **name** and **score**.
- Define a class **PaperRockScissors** with the following attributes **player1**, **player2**, and **winner**.
- Create a single instance of **PaperRockScissors**
- Define a **while** loop that keeps looping until either **player1** or **player2** scored at least 3 points.
- The loop should implement the following instructions:

- Randomly extract two values between 0 and 2
- Match them to rock/paper/scissors
- Adjust the players scores accordingly