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 `Position`

Exercise 3 (refined Player)

- Adapt the class `Player` so now the attrbitues `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