ADDS Prac 2 Design
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UML Diagram

Human	Computer	Referee
- games: int - *strategy: string	- games: int - *strategy: string	- *strategy1: string - *strategy2: string - games: int - *results: string
+ human(int, string) + getGames(): void + *getStrat(): string	+ computer(int) + generateStrat(int): void + getGames(): int + *getStrat(): string	+ referee(string*, string*, int) + compare(): void + printResults(): void

Description
Human
Converts the input strategy into a format which Referee can read.

Computer
Generates a strategy of the same size as the human strategy.

Referee
Compares the strategy of the Human and Computer and outputs the results as either a win, loss or tie.

Main
The main function takes an input and checks if the input is of an acceptable format, then passes it to Human. It then passes information from Human and Computer to Referee.

Testing
Input: 3 R P S
Expected Output: T W L

Input: 0
Expected Output: Invalid Input

Input: 9 R R R R R R R R R
Expected Output: T T T T T T T T T

Input: P R S
Expected Output: Invalid Input

Input: 6 R S P S P R
Output: T L W L W T