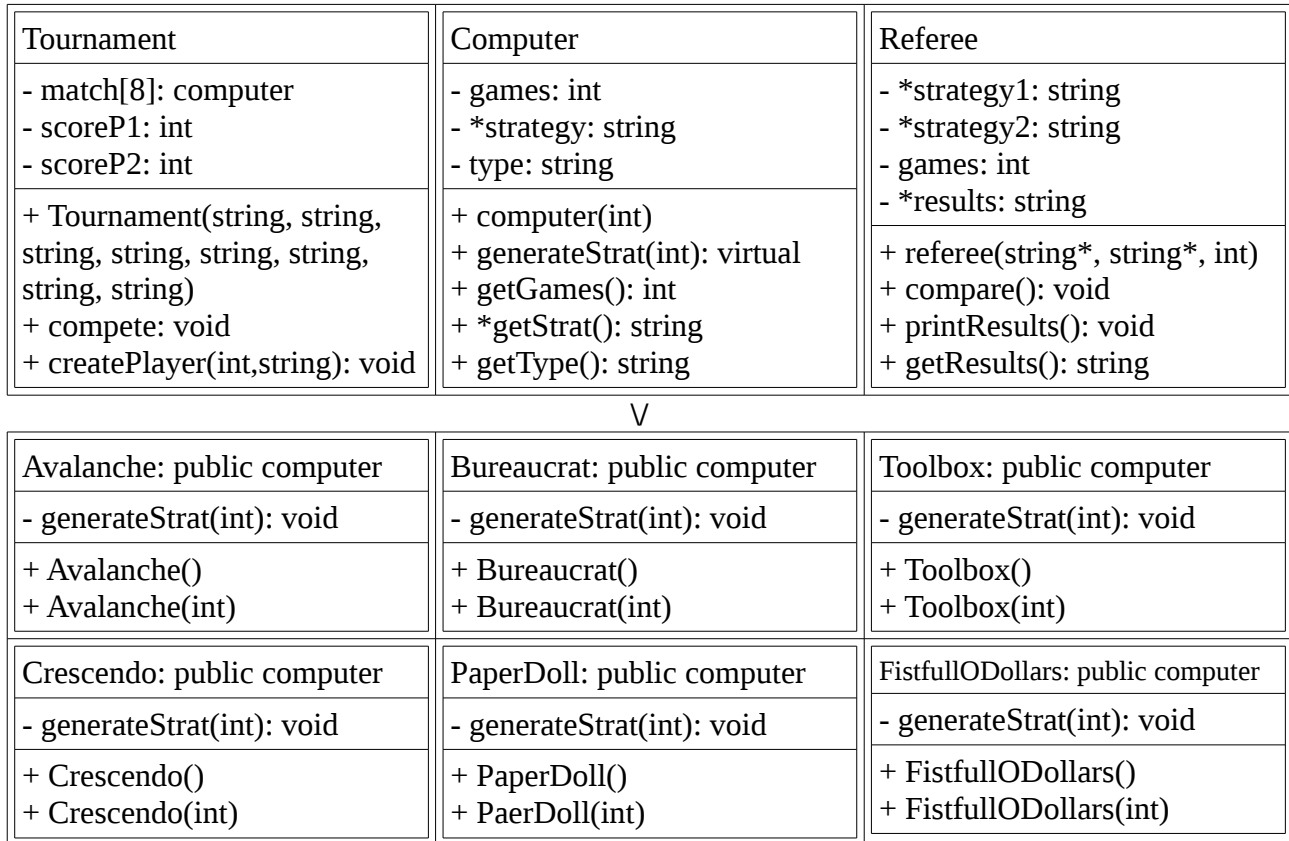


# ADDS Prac 2 Design

Liam Stevens – a1742143

26 March 2019

## UML Diagram



## Description

### Computer

Generates a strategy of the specified size (which will be size 5 for this program).

### Referee

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

### Tournament

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.

### RandomComputer

Generates a random number which is assigned to either rock, paper or scissors.

### Avalanche

Fills an array with rock.

### Bureaucrat

Fills an array with paper.

**Toolbox**

Fills an array with scissors.

**Crescendo**

Iterates over an array filled with paper, scissors, rock, to fill a different array.

**PaperDoll**

Iterates over an array filled with paper, scissors, scissors, to fill a different array.

**FistfullODollars**

Iterates over an array filled with rock, paper, paper, to fill a different array.

**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: Avalanche Bureaucrat Bureaucrat Toolbox Toolbox Crescendo Crescendo FistfullODollars

Expected Output: Toolbox

Input: Crescendo Toolbox PaperDoll FistfullODollars Crescendo Toolbox PaperDoll

FistfullODollars

Expected Output: Crescendo

Input: Avalanche Avalanche Avalanche Avalanche Avalanche Avalanche Avalanche Bureaucrat

Expected Output: Bureaucrat