

Computer
Protected: computer_strategy: string Computer_times: int
Public: computer():void Computer_choice(): void Display_com(): void

Human
Protected: human_strategy: string human_times:int
Public: human_choice() void display_hum() void

Bureaucrat: computer
Public : Bureaucrat_move

Avalanche: computer
Public: Avalanche_move() void;

Toolbox: computer
Public: Toolbox_move();void

Crescendo:computer
Public: Crescendo_move();void

PaperDoll:computer
Public: PaperDoll_move()void

FistfullODollars: computer
Public: FistfullODollars_move()void;