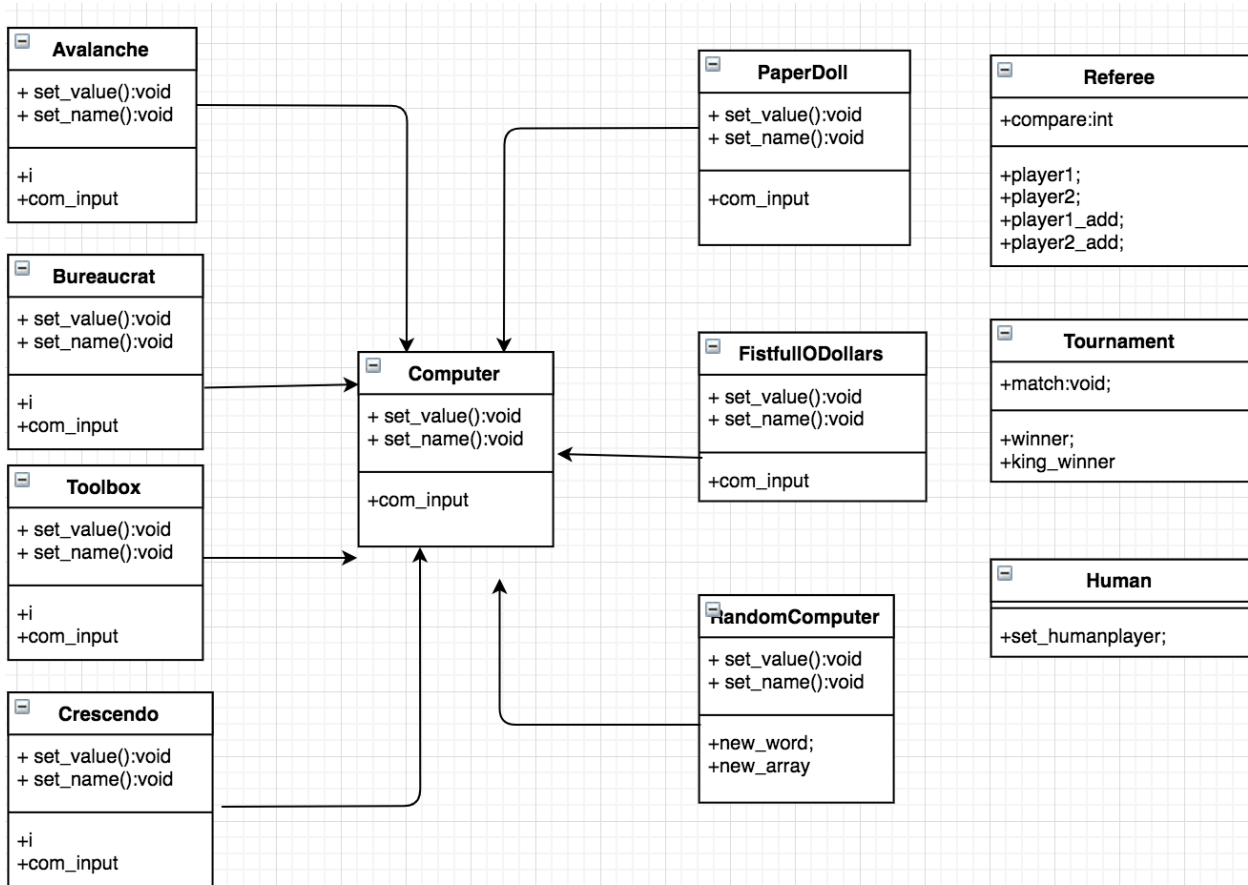


Design for Assignment3



set_value(): this is using to return the value of each class, it is a virtual function. Crescendo, Avalanche, Toolbox, Bureaucrat, RandomComputer, PaperDoll and FistfullDollars have this function.

set_name(): this function is used to cout the class's name, it is a virtual function. Crescendo, Avalanche, Toolbox, Bureaucrat, RandomComputer, PaperDoll and FistfullDollars have this function

compare(): The function is use to compare the value of two different object, across a seise a condition, get the winner of match which is between two objects.

match(): this function put 8 players to the match, and get the final winner; it also following the condition of referee. It compare player1 and player2 and put the winner to "winner", the compare player_3 and player_4 and put winner to "winner"..... Finally, get the winner of 8 players and put it in to "kingwinner" and mach the condition of class name. then return the value.

set_humanplayer: this user to cin the value and store it.

Avalanche a/ Toolbox t/.....: using to create the object.

tour: the function is used to check whether the input value is following the conditions, if it meet a criterion, the put it to the array.

player1 & player2 : player1 and player2 are used as a object.

player1_add & player2_add : Both of them are used to count how many times is the object winer the game.

input	expect output	Description
Avlanche Avlanche Avlanche Avlanche Avlanche Avlanche Avlanche Avlanche	Avalanche	This is use to compare the same value. After the function of match and compare, it should get the correct answer;
Avalanche Bureaucrat Bureaucrat Bureaucrat Bureaucrat Bureaucrat Bureaucrat Bureaucrat	Bureaucrat	This is used to compare two different input, it also across the match function and get the final result.
Avalanche Bureaucrat Bureaucrat Bureaucrat Bureaucrat Bureaucrat Bureaucrat Crescendo	Crescendo	This is used to compare three different input, it also across the match function and get the final result.
Avalanche Crescendo Bureaucrat Bureaucrat Bureaucrat Bureaucrat Bureaucrat Bureaucrat	Bureaucrat	This is used to compare three different input, it also across the match function and get the final result.
Avalanche Bureaucrat Bureaucrat Toolbox Avalanche Bureaucrat Bureaucrat Toolbox	Toolbox	This is used to compare four different input, it also across the match function and get the final result.
Toolbox Crescendo Crescendo PaperDoll Toolbox Crescendo Crescendo PaperDoll	Toolbox	This is used to compare four different input, it also across the match function and get the final result.
Avalanche Bureaucrat Bureaucrat Toolbox Toolbox Crescendo Crescendo FistfullODollars	Toolbox	This is used to compare five different input, it also across the match function and get the final result.
Avalanche Bureaucrat Bureaucrat Toolbox Toolbox Crescendo Crescendo PaperDoll	Toolbox	This is used to compare five different input, it also across the match function and get the final result.
Avalanche PaperDoll Toolbox Avalanche Crescendo FistfullODollars PaperDoll Bureaucrat	Avalanche	This is used to compare six different input, it also across the match function and get the final result.
PaperDoll Toolbox FistfullODollars PaperDoll Bureaucrat Avalanhe Crescendo Avalanhe	PaperDoll	This is used to compare six different input, it also across the match function and get the final result.