TheBigBangGame

-LEONARD : String ="LEONARD"
-SHELDON: String = "SHELDON"

-displayResults(sheldonsInitialMove:int, sheldonWins:int, leonardInitialMove:int,leonardWins:int: ties:int) : void
+execute(args :String[]):void

game

-SHELDON_WINS : int = 0
-LEONARD_WINS: int = 1
-TIE: int = 2
-ROCK: int = 0
-PAPER: int = 1
-SCISSORS: int = 2
-LIZARD: int = 3
-SPOCK: int = 4
-leonardsMove : int
-leonardsWinCount: int
sheldonsMove: int
sheldonsWinCount: int
tieCount: int

+convertShape(shape : String) : int
-determineLeonardsNextMove(sheldonsLastMove:int,
        leonardsLastMove:int, gameOutcome:int):void
-determineSheldonsNextMove(sheldonsLastMove:int,
        leonardsLastMove:int, gameOutcome:int) :void
-determineWinner(sheldonsMove:int, leonardsMove:int):int
-getBetterMove(lastMove:int):int
+getLeonardsWinCount():int
+getSheldonsWinCount():int
+getTieCount():int
+playGame(sheldonsIntitialMove:int,leonardsInitialMove:int,
        numberGames:int):void
-updateScores(gameOutcome:int):void