

Operation #10

CS 1400 – Satterthwaite

For this week's assignment, we will be recreating the Rock, Paper, Scissors program using Object-Oriented Programming. You will be working with me on a "team" to build the program.

I have already written my part of the program (go me), and the RPSGameGUI.java file is attached.

Your task will be to write a RockPaperScissors class that contains the following methods:

getUserChoice: Has the user choose Rock, Paper, or Scissors. After validating the input, the method returns a String containing the user choice. *Use the JOptionPane showMessageDialog and showInputDialog to get the user's input.*

getCPUChoice: Randomly selects Rock, Paper, or Scissors for the computer, and returns a String containing the computer choice.

pickWinner: Is passed two Strings containing the user choice and the computer choice. Compares the two choices and selects a winner. Returns a String containing "User", "Computer", or "Tie" to indicate the winner.

Your class should interact with my class to make the game function correctly.

Sample session:

```
Welcome to Rock, Paper, Scissors!
How many rounds would you like to play?: 2
Sorry, you need to enter an odd number. Please try again: 3
Rock, Paper, or Scissors?: Monkey
Sorry, "Monkey" is not a valid entry.
Rock, Paper, or Scissors?: Rock
Computer chooses Paper. Computer wins!
Rock, Paper, or Scissors?: Rock
Computer chooses Rock. It's a tie.
Play again. Rock, Paper, or Scissors?: Paper
Computer chooses Rock. User wins!
Rock, Paper or Scissors?: Rock
Computer chooses Scissors. User wins!
```

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User won 2 time(s).
Computer won 1 time(s).
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The user won!