**Prog #1**

// args: 1 = ”rock”,2 = ”paper”,3 = ”scissors”

fun main(args: Array<String>) {

val playerHand = getPlayerHand(args[0].toInt())

val computerHand = getComputerHand()

println("Player's hand: $playerHand")

println("Computer's hand: $computerHand")

val result = determineWinner(playerHand, computerHand)

println("Result: $result")

}

fun getPlayerHand(playerHand: Int): String {

if(playerHand == 1)

return "rock"

else if(playerHand == 2)

return "paper"

else

return "scissors"

}

fun getComputerHand(): String {

val hands = arrayOf("rock", "paper", "scissors")

return hands.random()

}

fun determineWinner(playerHand: String, computerHand: String): String {

if (playerHand == computerHand) {

return "It's a tie!"

} else if ((playerHand == "rock" && computerHand == "scissors") ||

(playerHand == "paper" && computerHand == "rock") ||

(playerHand == "scissors" && computerHand == "paper")) {

return "Player wins!"

} else {

return "Computer wins!"

}

}

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**Prog #2**

//Superclass

open class Animal {

open val image = ""

open val food = ""

open val habitat = ""

var hunger = 10

open fun makeNoise(){

println("The Animal is making noise")

}

open fun eat(){

println("The Animal is eating")

}

open fun roam(){

println("The Animal is roaming")

}

fun sleep(){

println("The Animal is sleeping")

}

}

//Subclass

class Lion : Animal() {

override val image: String = "lion.jpg"

override val food: String = "meat"

override val habitat: String = "grasslands"

override fun makeNoise() {

println("The Lion is roaring")

}

override fun eat() {

println("The Lion is hunting and eating $food")

}

}

//Subclass

class Penguin : Animal() {

override val image: String = "penguin.jpg"

override val food: String = "fish"

override val habitat: String = "cold regions"

override fun makeNoise() {

println("The Penguin is squawking")

}

override fun eat() {

println("The Penguin is catching and eating $food")

}

}

fun main() {

val lion = Lion()

val penguin = Penguin()

val animals: List<Animal> = listOf(lion, penguin)

for (animal in animals) {

println("Image: ${animal.image}")

println("Food: ${animal.food}")

println("Habitat: ${animal.habitat}")

animal.makeNoise()

animal.eat()

animal.roam()

animal.sleep()

println()

}

}

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