

# Sten-Saks-Papir

Programmering B

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Øvrige gruppemedlemmer: Navn og navn

Vejleder: Navn

## Abstract

[1]

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# 1 Indledning

## 1.1 Problemformulering

# 2 Metode

# 3 Funktionsbeskrivelse

# 4 Dokumentation

## 4.1 Udvalgte del

# 5 Test

## 5.1 Funktionelle test

## 5.2 Brugertest

# 6 Konklusion

# 7 Referencer

- [1] P. Parker, A. And, og J. Søgaard, "Repository for Projekt Sten-Saks-Papir". 7. august 2025. Tilgængelig hos: <http://example.com/bruger/repo>

## A Bilag

### A.1 Kildekode

```
1 from random import randint
2 from enum import IntEnum
3
4
5 class Choice(IntEnum):
6     ROCK = 0
7     PAPER = 1
8     SCISSOR = 2
9
10     def __str__(self):
11         return self.name.capitalize()
12
13
14 def get_player_choice() -> Choice:
15     """Anmod brugeren om at vælge mellem rock, paper og scissor."""
16     while True:
17         choice = input("Your choice (r - Rock, p - Paper, s - Scissor ): ")
18         match choice.lower():
19             case "r" | "rock":
20                 return Choice.ROCK
21             case "p" | "paper":
22                 return Choice.PAPER
23             case "s" | "scissor":
24                 return Choice.SCISSOR
25             case _:
26                 print("Please enter r, p or s")
27
28
29 def display_result(player: Choice, computer: Choice):
30     """Udregn vinder og vis resultatet.
31
32     ### Parametre:
33     - player (Choice): Spillerens valg.
34     - computer (Choice): Computerens valg.
35     """
36     print(f"\nComputer choice: {computer}")
37     print(f"Your choice: {player}")
38
39     if player == (computer + 1) % 3 or (player == 0 and computer == 2):
40         print("YOU WON!!!")
41     elif player != computer:
42         print("YOU LOST!!!")
43     else:
44         print("IT'S A TIE!")
45
46
47 def main():
48     """Hovedfunktion."""
49
50     player = get_player_choice()
51     pc = Choice(randint(0, 2))
52     display_result(player, pc)
53     input("\nPress anything to exit... ")
54
```

```
55  
56 if __name__ == "__main__":  
57     main()
```