ADDS Prac 2 Design

UML Diagram:

human
-num int; -atotal char*; -total int;
+humanchooice() char; +human(); //constructor

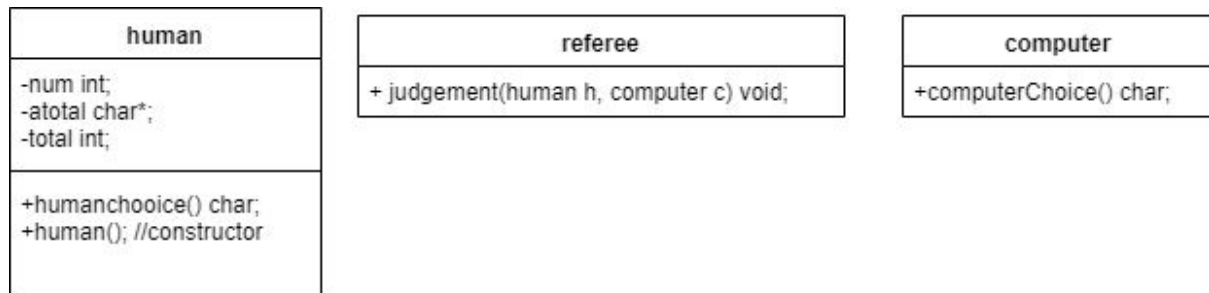| referee |
|---|
| + judgement(human h, computer c) void; |

computer
+computerChoice() char;

Description:

Class human:

This class is used to output human player selections for each round, including a method and a string to implement this functionality. Function input: It is a char function that takes a turn and returns the selection as a char.

Class computer:

This class represents a computer player, in which case the choice is only R. So it only contains a method for returning the choice of the computer player. Function

Class referee:

This class is used to store logic and run a match. It contains a constant turn, which is the turn that should be run, and the turn that is currently running. Another variable string is the idea of human choice. Also create two player objects using humanoids and computers.

Main function:

The main function of the program is to create a string and receive an input, then call the function s and output the matching result.

Test:

Given input 1 2 R S expect output1: T L

Given input 2 3 R R R expect output2: T T T

Given input 3 3 S S S expect output3: L   L   L

Given input4: 5 P P S R R   expect output4: W W L T T

Given input5: 0 expect output5: Nothing()

Given input6 2 P X I expect output 6: W

Given input7: 4 S S P R R I expect output7:L L W T

Given input8 1 R I   expect output8: T