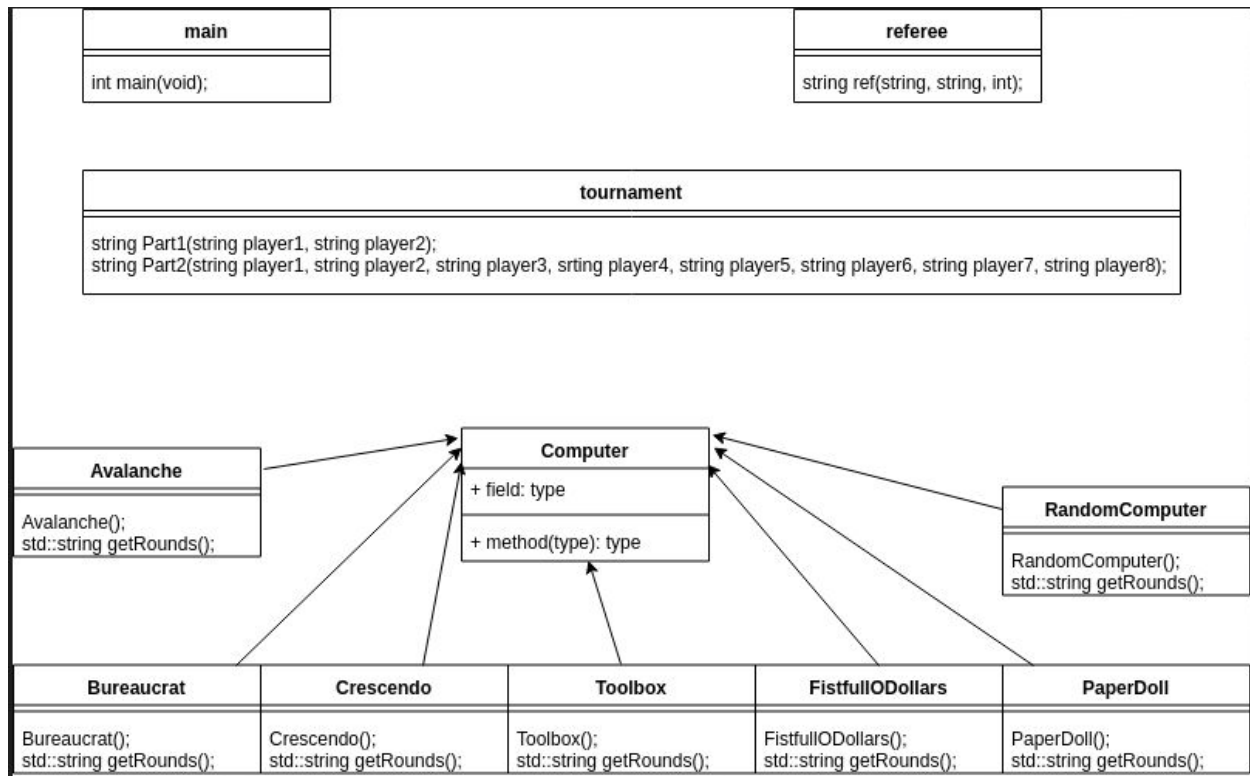


UML:



Referee

Uses int to find how many games are player.

player 1 is compared against player2 where a win/loss is relative to player1.

Computer

Base for all of the computer esq functions. Contains functions to retrieve the name, round pattern and length which in this case is 5. Also stores said variables as string, string and int respectively.

Main

Holds key names that have different types of round combinations. Compares input string to said key names. Inputs different types of key names as an input for a tournament function used to define a winner of the game.

Referee

Compares two contestants. Uses int to iterate how many rounds. Uses int to iterate and makes winner. In this case int is 5.

Tournament

The first functions converts two strings into objects with the respective names and runs it through referee. The second function implements the first functions enough times to find a winner.

Computer

Creates an object with a name, round length, and a list of what it'll do in a tournament.

Avalanche

Makes a computer object that makes rocks.

Bureaucrat

Makes a computer object that makes paper.

Toolbox

Makes a computer object that makes scissors.

Crescendo

Makes a computer object that makes Paper scissors rock.

FistfullODollars

Makes a computer object that makes Rock paper paper.

PaperDoll

Makes a computer object that makes Paper scissors scissors.

RandomComputer

Creates a random computer object with random outputs.

Test

Input: ""

Output: {}

Input: Avalanche Bureaucrat Bureaucrat Toolbox Toolbox Crescendo Crescendo

//only 7 inputs

Output: Toolbox

Input: Bureaucrat Bureaucrat Toolbox Toolbox Crescendo Crescendo Fistful-
IODollars

Output: Toolbox

Input: Bureaucrat Bureaucrat Toolbox Toolbox Crescendo Crescendo Fistful-
IODollars Bureaucrat Bureaucrat Toolbox Toolbox Crescendo Crescendo Fistful-
IODollars

Output: Toolbox

Input: Bureaucrat Bureaucrat Toolbox Toolbox Crescendo Crescendo Fistful-
IODollars

Output: Toolbox

Input: Avale Avalanche Avalanche Avalanche Avalanche Bureaucrat Avalanche Avalanche

Output: Bureaucrat