**Rock Paper Scissors**

Create a Player class that consists of private data for name, selection, wins, and losses. It must have a non-default constructor that requires name. It may not contain a default constructor. Create overloaded functions for the ++ and - - operator. The overloaded ++operator will add to the number of wins, while the - - operator will add to the losses.

You will create two different child classes of player, Human and Computer. Neither of which will have any private data, as they will use the parent’s data. Both will contain a function called makeSelection() that will determine and set the selection for the particular player.

Your main() program will contain a NON-member function called playGame() that will take in your two players.

You should ask the user if they would like to pay against another human, or a computer, or if they would like to see two computers play. You will then need to create the appropriate objects and start the game play. After each round, you must display the number of wins and losses for each player and continue playing the game until the user decides to quit.

**Now for the interesting part –** YOU CAN DO THIS! – Modify the program to read in player data from a file and save player stats to a file. Yes, I know, we have not covered files in C++, however, they are easier than in C. And, when you are on the job, you are going to have to learn to figure things out on your own! Use Slack, let us help each other a bit!