RPSGame class

Member variables:

- Tool* human
- Tool* computer
- int human_wins
- int computer_wins
- int ties

Member functions:

- RPSGame()
- ~RPSGame
- guess()
- round()
- endGame()

Has A

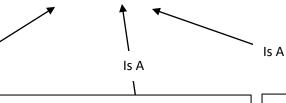**Tool class (abstract)**

Member variables:

- int strength
- char type

Member functions:

- Tool(char)
- virtual ~Tool()
- void setStrength(int strength)
- virtual int fight(Tool) = 0

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Rock class

Member variables (inherited from Tool):

- int strength
- char type

Member functions:

- Rock() : Tool()
  strength = 1
  type = "r"
- Rock(int strength)
- ~Rock()
- int fight(Tool*)

Paper class

Member variables (inherited from Tool):

- int strength
- char type

Member functions:

- Paper() : Tool()
  strength = 1
  type = "p"
- Paper(int strength)
- ~Paper()
- int fight(Tool*)

Scissors class

Member variables (inherited from Tool):

- int strength
- char type

Member functions:

- Scissors() : Tool()
  strength = 1
  type = "s"
- Scissors(int strength)
- ~Scissors()
- int fight(Tool*)