```java
//RPS.java  MrG 2018.0124
public class RPS
{
    private String person;
    private String computer;
    public static int numRounds=0;
    public static int personWins=0;

    /**
     * Constructor
     * @param person "r" or "p" or "s"
     * @param computer "r" or "p" or "s"
     * postCondition: 1 round of the game is instantiated
     */
    public RPS(String person, String computer)
    {
        this.person = person;
        this.computer = computer;
        numRounds++;
    }

    /**
     * Accessor
     * preCondition: person is "r" or "p" or "s"
     * @return "r" or "p" or "s"
     */
    public String getPerson()
    {
        return person;
    }

    /**
     * Accessor
     * preCondition: computer is "r" or "p" or "s"
     * @return "r" or "p" or "s"
     */
    public String getComputer()
    {
        return computer;
    }

    /**
     * Accessor
     * preCondition: this round is instantiated
     * @return how many rounds have been played
```

```
46          */
47         public int getNumRounds()
48         {
49             return numRounds;
50         }
51
52         /**
53          * Accessor
54          * preCondition: this round is instantiated
55          * @return how many times person beat computer
56          */
57         public int getPersonWins()
58         {
59             return personWins;
60         }
61
62         /**
63          * Accessor
64          * preCondition: person is "r" or "p" or "s"
65          * preCondition: computer is "r" or "p" or "s"
66          * @return "It's a Tie!" or "Person Wins!!" or "Computer Wins!!!"
67          */
68         public String toString()
69         {
70             String temp = "";
71             if(person.equals(computer))
72             {
73                 temp = "It's a Tie!";
74             }
75
76             if(person.equals("r")&&computer.equals("s"))
77             {
78                 temp = "Person Wins!!";
79                 personWins++;
80             }
81             if(person.equals("r")&&computer.equals("p"))
82             {
83                 temp = "Computer Wins!!!";
84             }
85
86             if(person.equals("p")&&computer.equals("r"))
87             {
88                 temp = "Person Wins!!";
89                 personWins++;
90             }
```

```java
 91            if(person.equals("p")&&computer.equals("s"))
 92            {
 93                temp = "Computer Wins!!!";
 94            }
 95
 96            if(person.equals("s")&&computer.equals("p"))
 97            {
 98                temp = "Person Wins!!";
 99                personWins++;
100            }
101            if(person.equals("s")&&computer.equals("r"))
102            {
103                temp = "Computer Wins!!!";
104            }
105
106            return temp;
107        }
108    }
```