

Module 5 Graded Programming Assignment

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Due Monday by 11:59pm **Points** 30

Submitting a text entry box or a file upload

Available Feb 11 at 9pm - Feb 17 at 11:59pm 6 days

The attached rps.cpp file contains an incomplete implementation of a program which plays the game rock, paper, scissors against the computer. Winners are mapped using the following combinations:

- Rock smashes scissors
- Paper smothers rock
- Scissors cut paper
- A tie occurs if the same object is chosen by both players.

The file contains a fully functional main function and various useful constant definitions, as well as prototypes of the functions necessary to complete the implementation. Use these prototypes (and their associated descriptive comments) to implement the functions (below the main function, in the same file) so the program runs successfully. Use the constants and function prototypes as provided, do not modify any constant definition, function signature, or the main function (but read the hint provided below).

Hint: you may want to start out by commenting code in the main function and bring the commented lines back in piece-by-piece as you implement the functions. Remember to restore the entire main function back to it's original state when complete so as not to break the rule about modifying the main function (what I don't see won't hurt me...).

Sample output of the game is shown below, your input and results may vary but the menu and output format should match.

Rock, Paper Scissors: play? (y or n): y

OK, let's play!

Please enter your choice:

1 for ROCK

2 for PAPER

3 for SCISSORS: 1

Computer chose rock, you chose rock

Tie game!

Rock, Paper Scissors: play? (y or n): **y**

OK, let's play!

Please enter your choice:

1 for ROCK

2 for PAPER

3 for SCISSORS: 1

Computer chose paper, you chose rock

Computer wins!

Rock, Paper Scissors: play? (y or n): **y**

OK, let's play!

Please enter your choice:

1 for ROCK

2 for PAPER

3 for SCISSORS: 1

Computer chose scissors, you chose rock

You win!

Rock, Paper Scissors: play? (y or n): **n**

Bye!

Attachments

- [rps.cpp](#)