

COMP500 / ENSE501: Week 12 – Exercise:

EXERCISE NAME: *Colour P-S-R*

Write a program that plays a game of “Paper, Scissors, Rock” where a human player can play against a computer player.

Utilise the colour functionality from `p1colour.h` and `p1colour.lib` in the construction of your program.

The game rules are as follows:

- Scissors beats paper;
- Paper beats rock;
- Rock beats scissors;
- If both players choose the same, then a tie occurs.

After completing a round, the human player must be able to choose to play again or not. If they wish to play again, another round should start; otherwise the program should terminate.

Have the program keep a tally of the number of rounds played, the number of times the human player wins, the number of times the computer player wins, and the number of ties. Display these details when the program terminates.

Ensure your program’s source code is modular.

Follow good programming standards for whitespace, naming and commenting.

Test your program to ensure the implementation is robust.