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

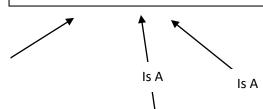
Tool class (abstract)

Member variables:

- int strength
- char type

Member functions:

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



Rock class

Member variables (inherited from Tool):

- int strength
- char type

Member functions:

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

Paper class

Member variables (inherited from Tool):

- int strength
- char type

Member functions:

Is A

- 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*)