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\*)

Is A

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\*)

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\*)

Has A

RPSGame class

Member variables:

* Tool\* human
* Tool\* computer
* int human\_wins
* int computer\_wins
* int ties

Member functions:

* RPSGame()
* ~RPSGame
* guess()
* round()
* endGame()

Is A

Is 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