

## GameInterface.java

```
1
2 /**
3  * Rock Paper Scissors Game - Driver Class
4  *
5  * @author Jasur Shukurov
6  * @version Version 3.1
7  * @version 12/12/2018
8  */
9
10 public class GameInterface {
11
12     private static Player playerObject = new Player();
13
14     public static void main(String[] args) {
15
16         System.out.println(playerObject.printInstruction());
17         System.out.println(playerObject.start());
18
19     }
20
21 }
22
```