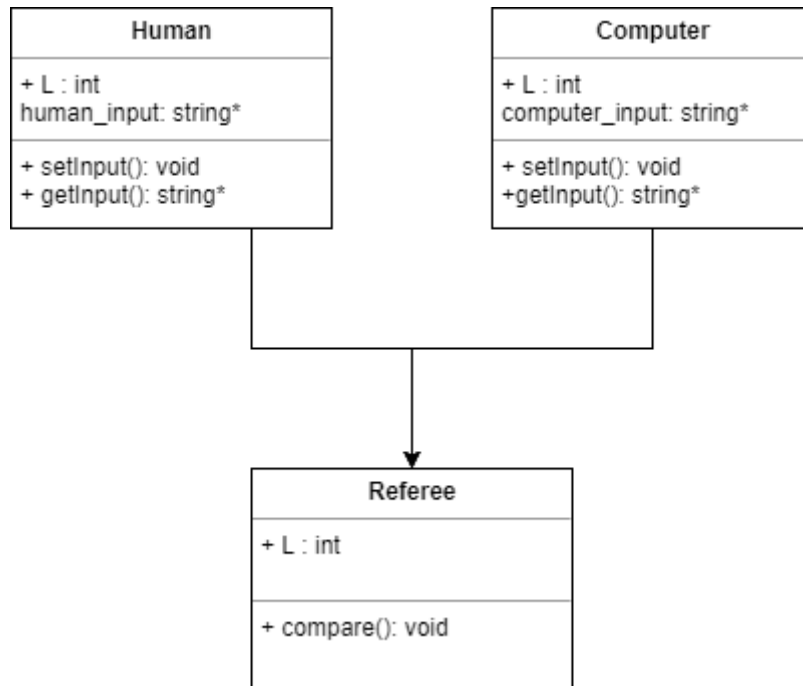


Assignment2

Class diagram



1. Properties

Int Length; //this is a count for initialize how many time the human want to play

String array;//the input of human

String array1;//the input of Computer

2. Behaviour

void set_Input();

string *get_Input();

//get the outcome using the parameter including human_input, computer_input, and length

void Compare(string h_input, stirng c_input, int length);

3. Testing

input	Description	Expected value
3 R R R	To test the compare function	T T T

0 R P S	If the length is 0, there will no outcome	sorry
-1 R R R	Cannot be a negative number	sorry
R R R R	Should be a digit	Sorry
4 P P P P	All win	W W W W
5 S S S S S	All lose	L L L L L
3 R Q A	If I type a wrong letter	Sorry
2 R R R	Out of bound	T T