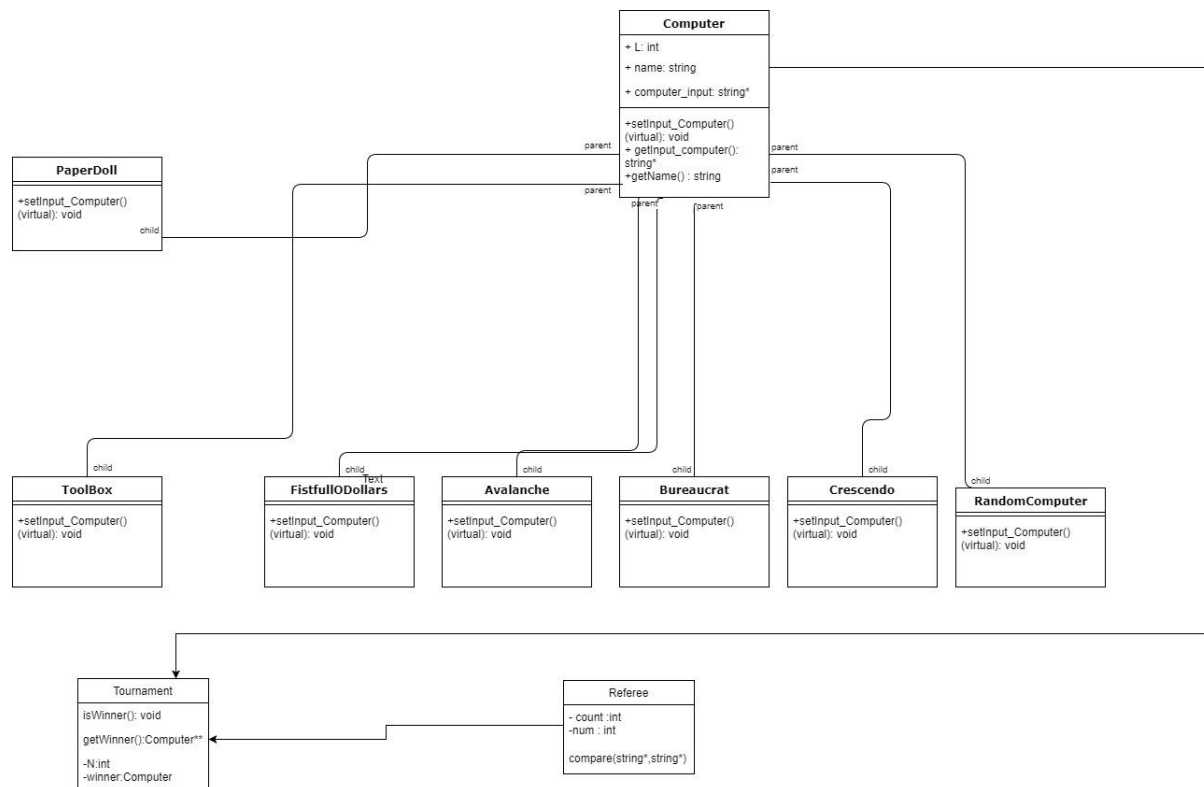


Practical 3

Class diagram



Computer.h

1. L //set the length of games to L
2. Name //initialize everybody's name
3. Computer_input // initialize a computer input pointer
4. SetInput_Computer() // this is a virtual function for the child class
5. getInput_computer() // return the input
6. getName() // return the name of the player

Tournament.h

1. N // get the number of the players
2. Winner // initialize the winner
3. Iswinner(Computer **member, int number of player); // this is a recursion to know that who is winner
4. getWinner() //return the winner

Referee.h

1. count // the number of choice
2. num ; // the number of win
3. compare(string*,string*)// make a comparison who get more wins

Testing

Input	Description	Output
Normally 8 players input	Testing while in a normal input	Get the result of the winner
Input 1 more player	When we input one more player	Repeat input again
Wrong input (Avalanche->Avalenche)	If the input word is wrong spelling	Your input is wrong
Input 1 less player	When we input one less player	No output still need to add one more input