Assignment1 – Squash Judge

Readme File

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Section 2

PseudoCode:

Create Player Class{

Private:

String Contains player’s name;

Char Status (W or L);

String If he is the server or not (**Assumption: Player 1 is the first player to serve**);

Int Score in PAR mode;

Int Score in HIHO mode;

Int number of won games in PAR mode;

Int number of won gamed in HIHO mode;

Public:

Constructor{

Set int variables to 0 ;

String to empty strings;

}

Setter and getter for each private attribute;

}

Create PAR Class{

Private:

Int number of games in PAR mode;

Int number of rounds in PAR mode;

Public:

Constructor{

Set int variables to 0 ;

}

Setter and getter for each private attribute;

}

Create HIHO Class {

Private:

Int number of games in HIHO mode;

Int number of rounds in HIHO mode;

Public:

Constructor{

Set int variables to 0 ;}

Setter and getter for each private attribute;

}

Create MAIN class{

Initialize the objects of classes for each player (player1 and player 2);

Take inputs of the players names;

Set these names to it is object of the player class;

Take input of each mode the player will be playing in;

**If one of the player won 3 games then he is the final winner in either of modes;**

While (numberOfwonGames < 3 in any mode for each player){

Each time a game ends the number of rounds will be resetted to zero;

Number of games will be incremented;

**If number of rounds is less than 11 (unless in tie 10-10) in PAR mode or If number of rounds less than 9 in HIHO mode**

**In case of tie when their PAR points of player greater than the other by 2 then this will be the end**

Check whether the user wants Manual or Random mode

If random use function that returns either 1 or 2, 1 the winner will be Player1 else it will be Player2;

If winner is either Player 1 or 2

The number of points will be incremented but it will not exceed the number of rounds in PAR mode

In HIHO mode the program will check if the winner is the server it will increment number of points and it will not exceed 9 else the winner will be the server;

After the while loop ends the points of each player in both modes will be resetted to zero;

By checking who is the winner and who is the loser and their points the variables will be ready for the printing statement;

}

}