Practice Solution: Rock, Paper, Scissors Preconditions

By: Megan Avery
Updated September 2018

Goal

Edit the Rock, Paper, Scissors code from the previous tutorial's practice to include 2 preconditions. Player 1's move must equal paper, rock, or scissors and player 2's move must equal paper, rock, or scissors. Include 2 calls to the game method that make each precondition fail. There should be a try/catch around each bad call that deals with the exception appropriately.

The End