

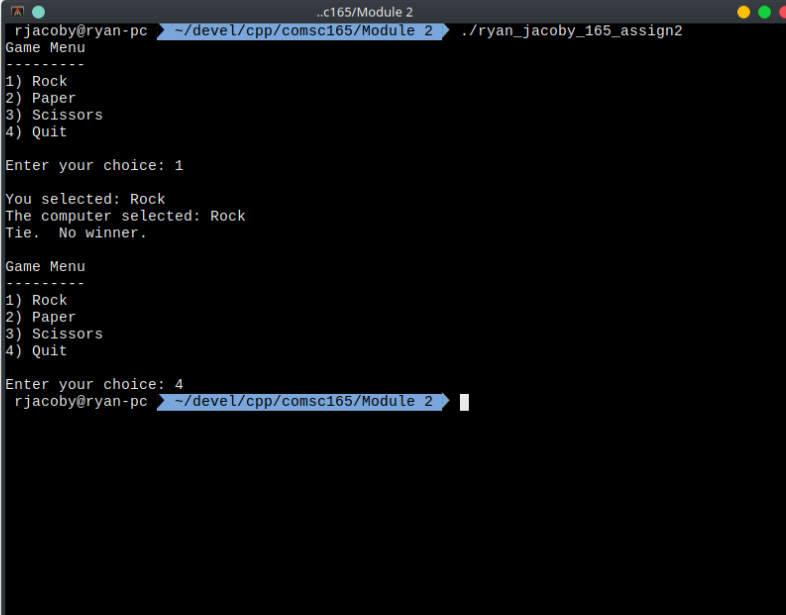
# COMSC-165

## Programming Assignment 2

Ryan Jacoby

24 June 2020

### Run 1



```
..c165/Module 2
rjacoby@ryan-pc ~/devel/cpp/comsc165/Module 2 ./ryan_jacoby_165_assign2
Game Menu
-----
1) Rock
2) Paper
3) Scissors
4) Quit
Enter your choice: 1
You selected: Rock
The computer selected: Rock
Tie. No winner.

Game Menu
-----
1) Rock
2) Paper
3) Scissors
4) Quit
Enter your choice: 4
rjacoby@ryan-pc ~/devel/cpp/comsc165/Module 2
```

## Run 2

```
..c165/Module 2
rjacoby@ryan-pc ~/devel/cpp/comsci165/Module 2 ./ryan_jacoby_165_assign2
Game Menu
-----
1) Rock
2) Paper
3) Scissors
4) Quit

Enter your choice: 2

You selected: Paper
The computer selected: Scissors
Computer wins! Scissors cut paper.

Game Menu
-----
1) Rock
2) Paper
3) Scissors
4) Quit

Enter your choice: 4
rjacoby@ryan-pc ~/devel/cpp/comsci165/Module 2
```

## Run 3

```
..c165/Module 2
rjacoby@ryan-pc ~/devel/cpp/comsci165/Module 2 ./ryan_jacoby_165_assign2
Game Menu
-----
1) Rock
2) Paper
3) Scissors
4) Quit

Enter your choice: 3

You selected: Scissors
The computer selected: Paper
YOU win! Scissors cut paper.

Game Menu
-----
1) Rock
2) Paper
3) Scissors
4) Quit

Enter your choice: 4
rjacoby@ryan-pc ~/devel/cpp/comsci165/Module 2
```

## Run 4

```
..c165/Module 2
rjacoby@ryan-pc ~/devel/cpp/comsc165/Module 2 ./ryan_jacoby_165_assign2
Game Menu
-----
1) Rock
2) Paper
3) Scissors
4) Quit
Enter your choice: -1
Invalid selection. Enter 1, 2, 3, or 4: 6
Invalid selection. Enter 1, 2, 3, or 4: 7
Invalid selection. Enter 1, 2, 3, or 4: 94
Invalid selection. Enter 1, 2, 3, or 4: 185
Invalid selection. Enter 1, 2, 3, or 4: -35768
Invalid selection. Enter 1, 2, 3, or 4: 1
You selected: Rock
The computer selected: Rock
Tie. No winner.
Game Menu
-----
1) Rock
2) Paper
3) Scissors
4) Quit
Enter your choice: 4
rjacoby@ryan-pc ~/devel/cpp/comsc165/Module 2
```

## Run 5

```
..c165/Module 2
rjacoby@ryan-pc ~/devel/cpp/comsc165/Module 2 ./ryan_jacoby_165_assign2
Game Menu
-----
1) Rock
2) Paper
3) Scissors
4) Quit
Enter your choice: 4
rjacoby@ryan-pc ~/devel/cpp/comsc165/Module 2
```