

# Assignment 3

## Exercise 1 (1pt)

Describe all parts of this method:

```
public static String method(int n1, String s1)
{
    return s1 + " " + n1;
}
```

## Exercise 2 (3pt)

Does this program compile?  
If so, why? How to break it?  
If not, why? How to fix it?

```
public class Test {
    public static void main(String[] args) {
        System.out.println(max(1, 2.0));
    }

    public static double max(int num1, double num2) {
        if (num1 > num2)
            return num1;
        else
            return num2;
    }

    public static double max(double num1, int num2) {
        if (num1 > num2)
            return num1;
        else
            return num2;
    }
}
```

## Exercise 3 (6pt)

Write a program that simulates the Rock-Paper-Scissors game (see [Wikipedia](#) for instructions). The program should ask the player to input his choice (rock, paper, or scissors) and randomly generate the computer choice. Then, it should decide the winner and print the result.

The program should start with a **welcome banner**. Then, the player chooses the **first letter** of the element (both **uppercase** and **lowercase** letters should be accepted). The program should **continue to ask** for the element until a valid letter is chosen.

After a correct choice the program should **display the player and computer** choice on screen using ascii art ([ascii art link](#)).

Finally it should **determine the winner** by using the following rules:

- rock beats scissors
- paper beats rock
- scissors beats paper

**The usage of methods is strongly advised.**

Example:

```
=====
Welcome to the Rock-Paper-Scissors game!
=====
```

Select your element:

R/r - rock

P/p - paper

S/s - scissors

 $\geq R$ 

Player

Computer

Player won! (rock beats scissors)

# Instructions

The solution of the exercises must be provided as a **java** (for the code, do not submit class files), **png** (for eventual screenshot), and **pdf** (for eventual text) files. The **files must be zipped** together before upload.

**Assignments not respecting these instructions will be ignored.**