**CS 1632 - DELIVERABLE 7: Rock-Paper-Scissors in Rust**

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[https://github.com/znaeb/CS1632QA-Diliverable7](https://github.com/znaeb/bug-fodder)

/rusty/Cargo.toml

/rusty/src/main.rs

Summary:

With regards to this deliverable, my greatest challenge was simply learning to use the language Rust. After I got the hang of it, although there were a few parts where I could have written better, neater, and more concise code if my grasp of the language was better, I managed to get the program to do what I wanted it to do.

If I had to rate the difficulty of this assignment, I would rate it as being moderately difficult. It is difficult to learn a new language, however the actual work that needed to be done wasn’t that complex.

I would have liked if String comparisons, and other String operations, were gone over in class a bit more. Honestly it would have been enough for me if it was just put into the “Rust Cheat Sheet.”

With regards to extra credit for this assignment, I implemented a very minor AI for the player’s opponent. The AI simply stores a list of what moves the player made, given the last two moves. If for example the player has a tendency to pick rock after every time he/she picked paper twice in a row, the AI would see that the last two moves were paper, and that the current trend has rock being the highest frequency picked given the previous two moves are paper, and as such would pick paper to counter the potential rock. In case of a three-way tie, the AI chooses randomly. In the case of a two-way tie where the other choice has a lower frequency than those two, the AI would pick the choice that would either win or tie with those two choices (the ones that are tied for the highest frequency given the previous two moves).