

San José State University
Department of Computer Engineering

CMPE 135

Object-Oriented Analysis and Design

Fall 2018

Instructor: Ron Mak

Assignment #3

Assigned: Tuesday, September 18

Due: Wednesday, September 26 at 11:59 PM

Team assignment, 100 points max

Rock-Paper-Scissors Game

Implement the first version of the Rock-Paper-Scissors game as a command-line program:

- Each game has 20 rounds.
- Prompt the human player for each round's choice of rock, paper, or scissors.
- The computer makes a random choice.

What can change in future versions of this program:

- How the opposing (i.e., human) player's choices are obtained.
- How the computer makes its choices (it may not always be random).

Written report

In a short (2- or 3-page) report, describe:

- How you **encapsulated** code that will change.
- How you used the **Law of Demeter**.
- Your implementation of **cohesive** classes.
- Your implementation of **loosely-coupled** classes.

What to turn in

Make a zip file of all your C++ source files and your report. Submit it into Canvas:

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This is a team assignment. Each member of the team will receive the same score.

Rubric

Your program will be graded according to these criteria:

Criteria	Max points
<ul style="list-style-type: none">• As implemented by the program and described by the report:<ul style="list-style-type: none">○ How well code that will change is encapsulated.○ How well the program uses the Law of Demeter.○ How well the implemented classes are cohesive.○ How well the implemented classes are loosely coupled.	<ul style="list-style-type: none">• 100<ul style="list-style-type: none">○ 25○ 25○ 25○ 25