Text-Based Rock-Paper-Scissors Game

- Classes are cohesive and loosely coupled, with coding to the interface.
- Class **RPS** holds together the structure of the application.
- Superclass **Player** has subclasses **Computer** and **Human**.
- Superclass **Display** has subclass **TextDisplay**.
- Superclass **Algorithm** has subclasses
  - **Random** for random computer moves.
  - **Smart** for smart computer moves .
  - **Prompt** to prompt for the human's move.
- Class **AlgorithmFactory** creates algorithms.
- Classes **Who**, **AlgorithmType**, and **Choice** are enumerations.
- Class **Engine** provides the runtime game logic and flow.
  - It delegates move logic and display to the **Player** and **Display** subclasses.