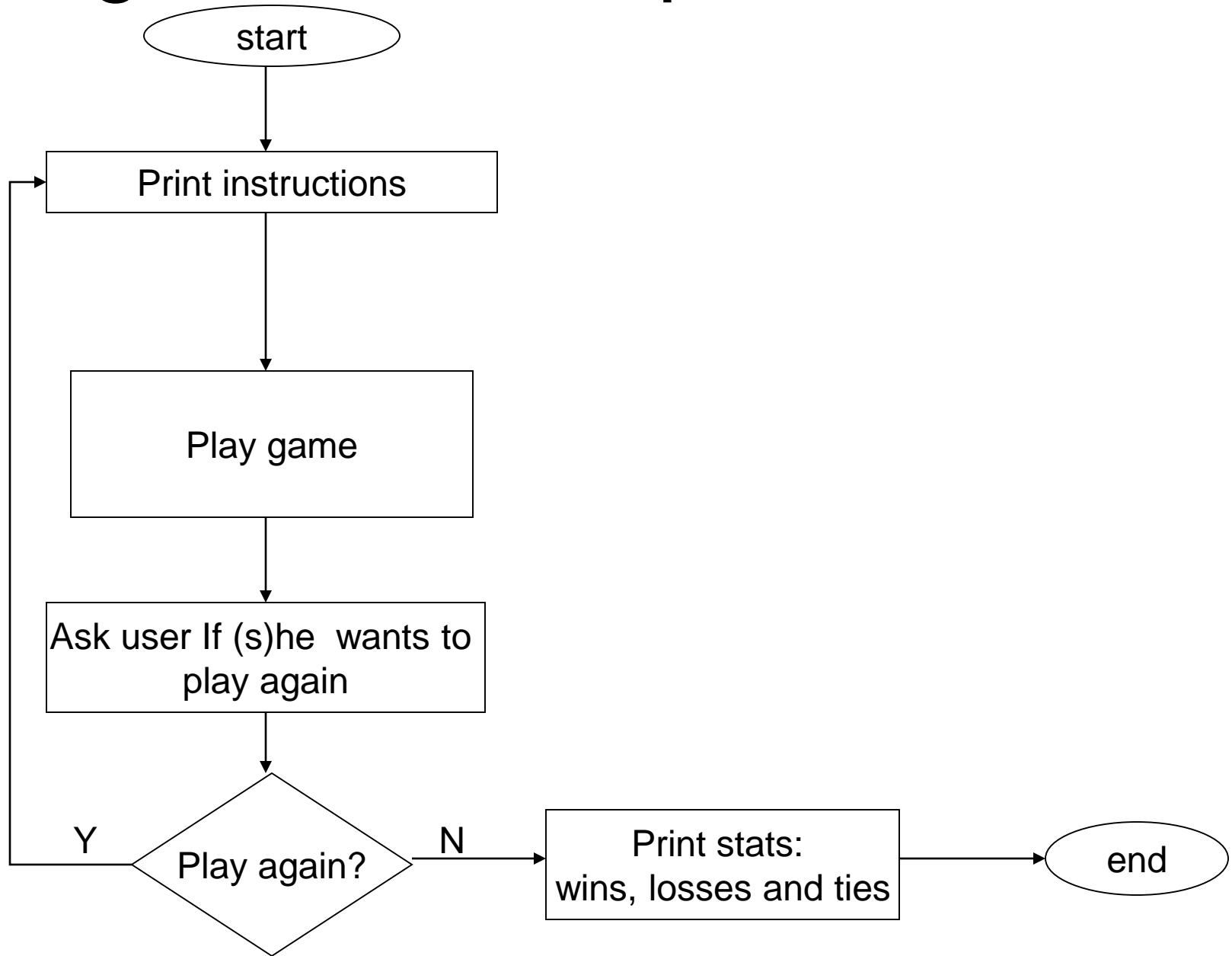
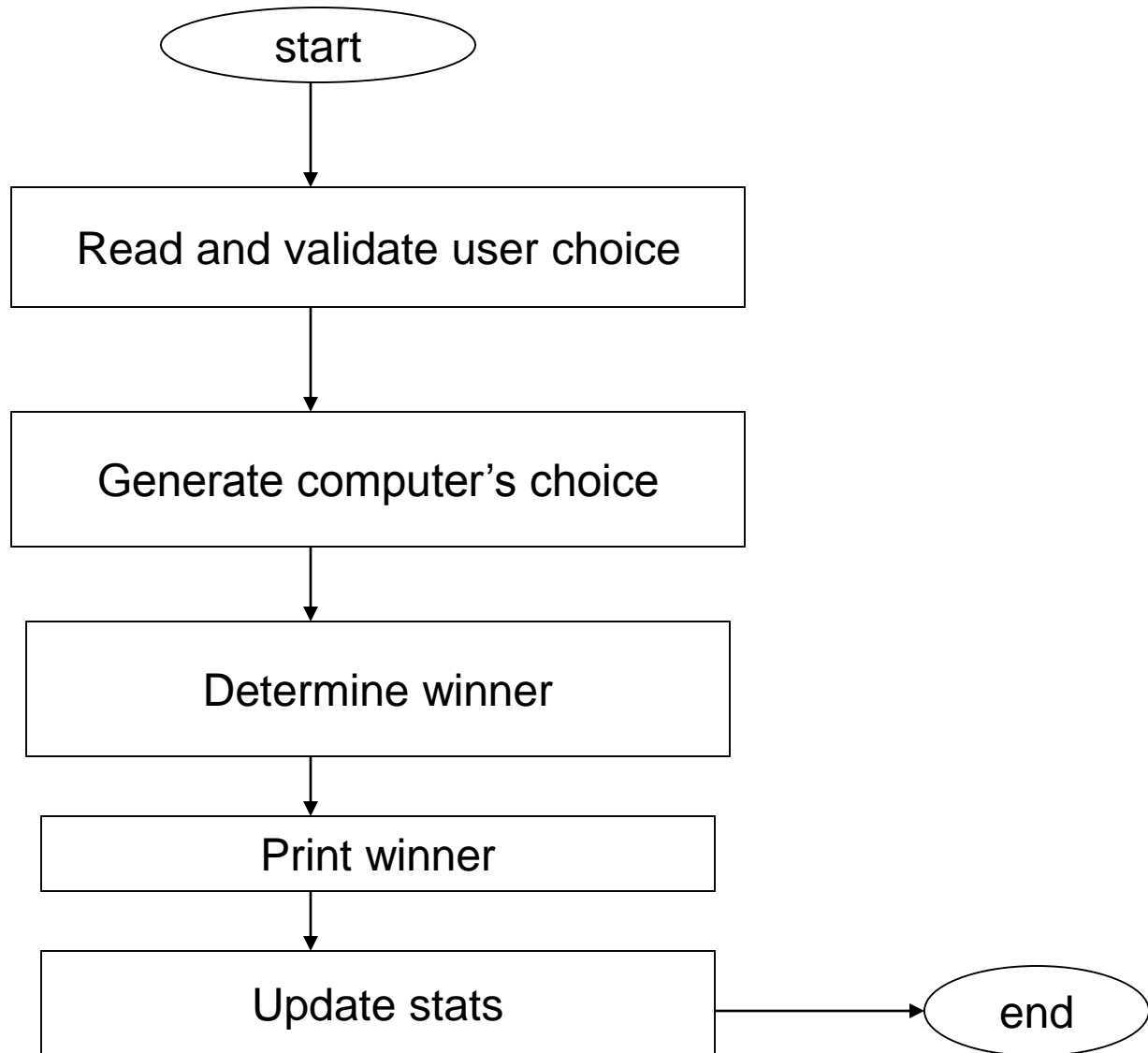


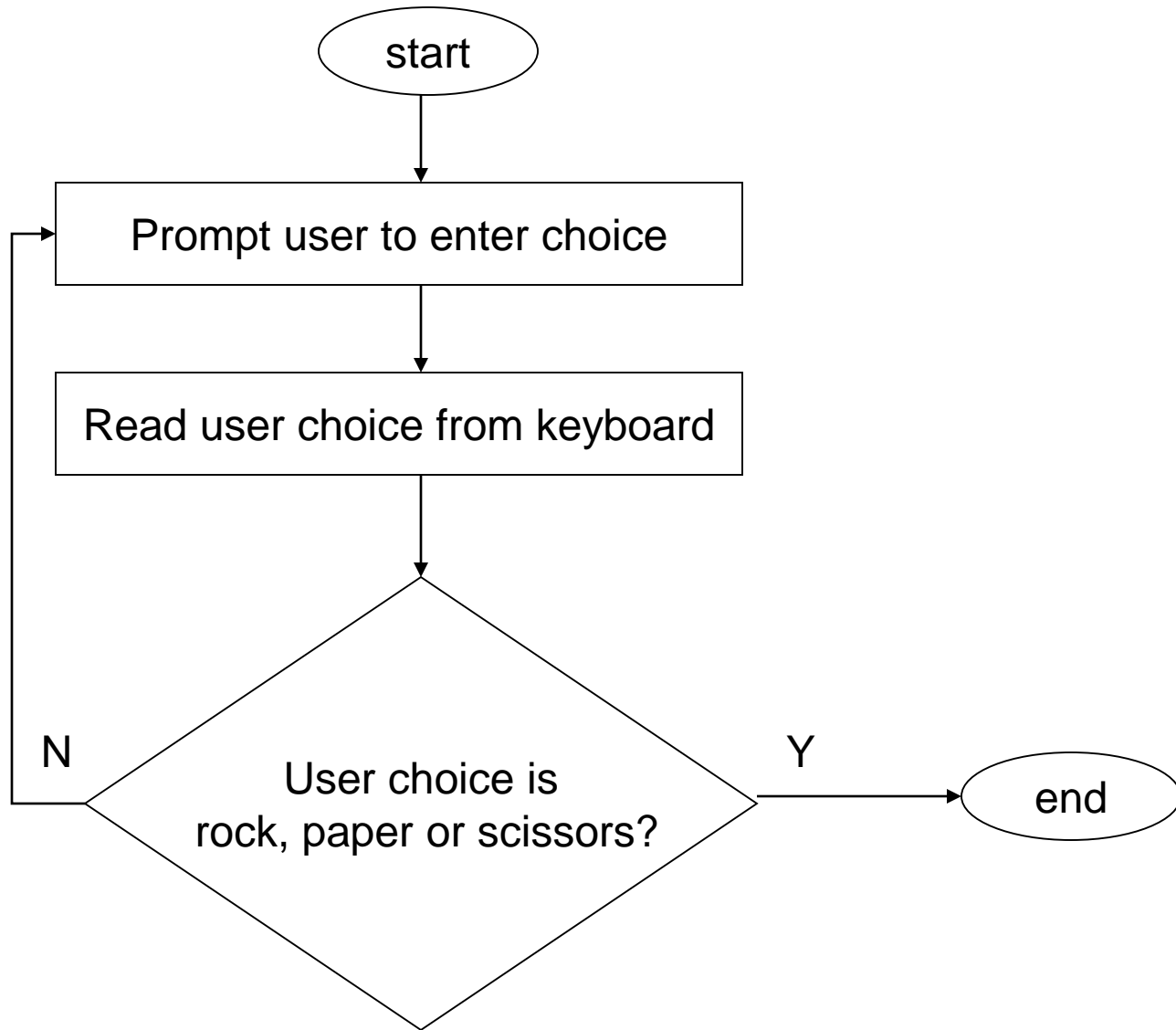
# Design of Rock-Paper-Scissors



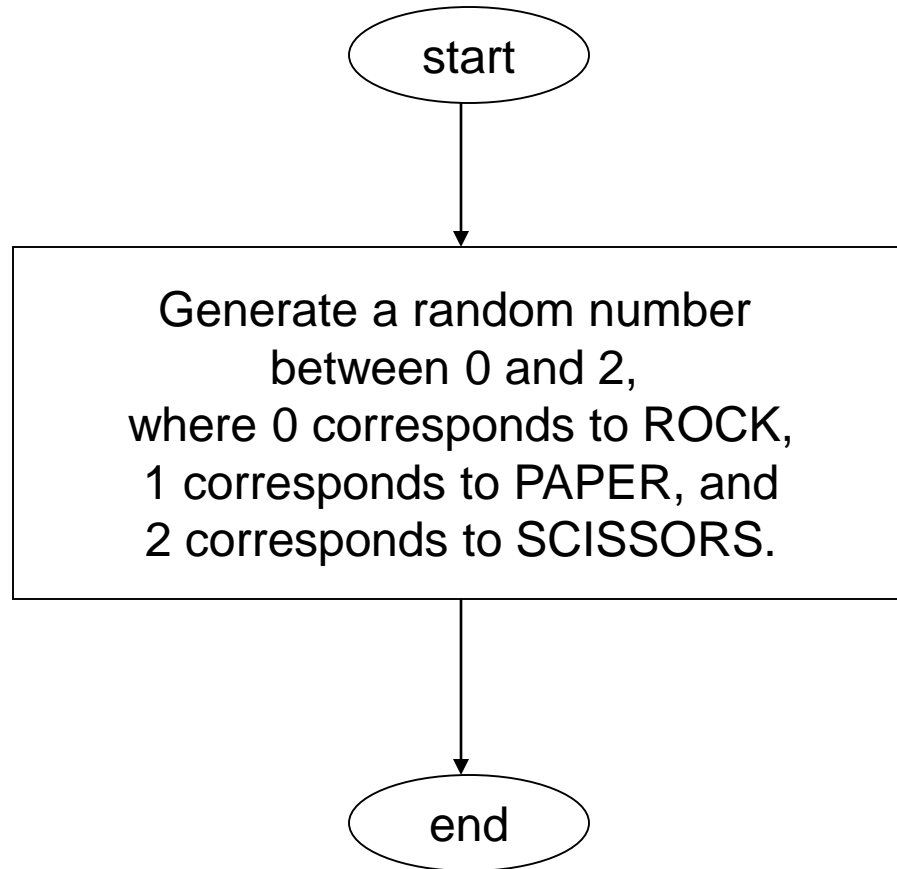
# Play game



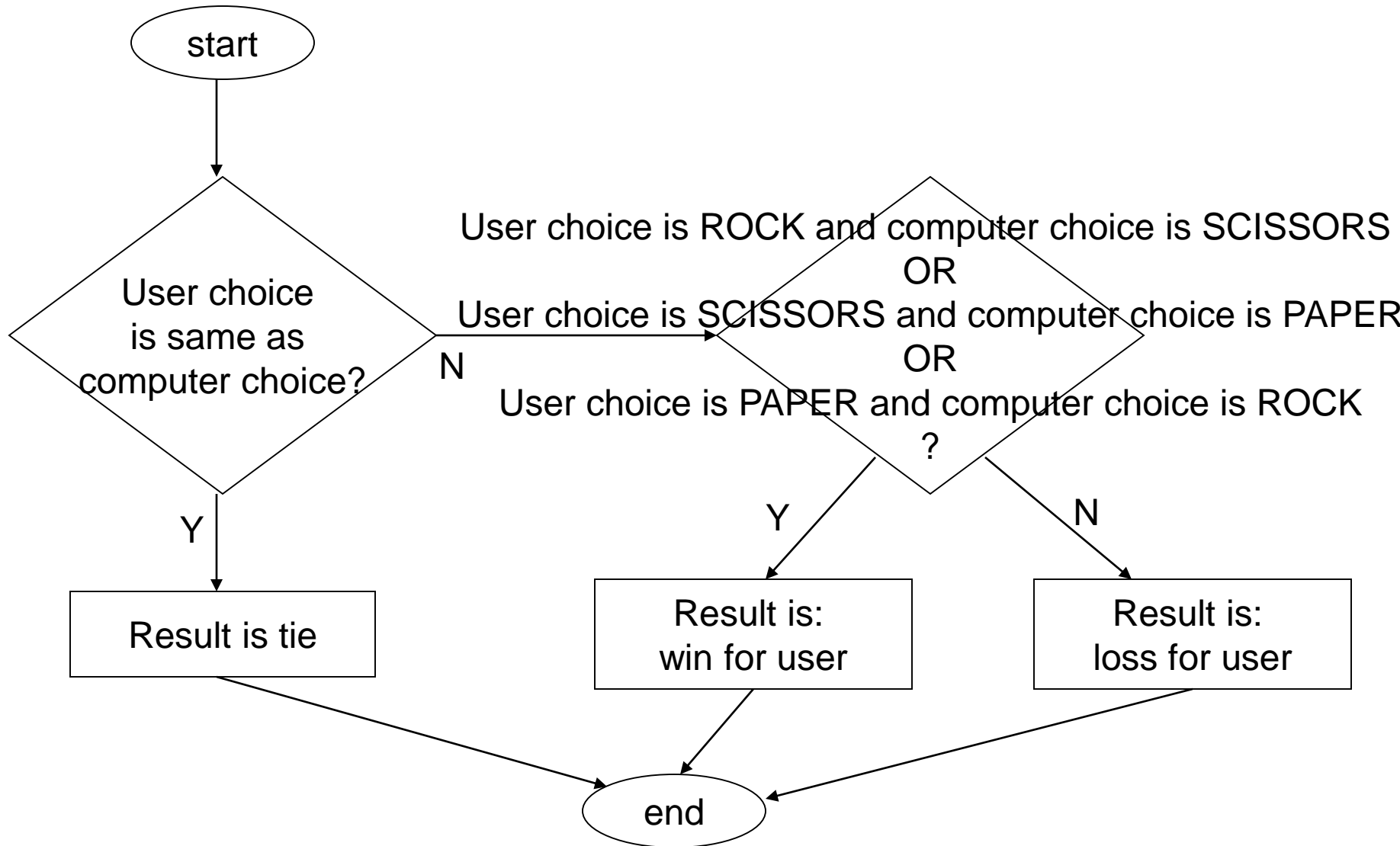
# Read and validate user choice



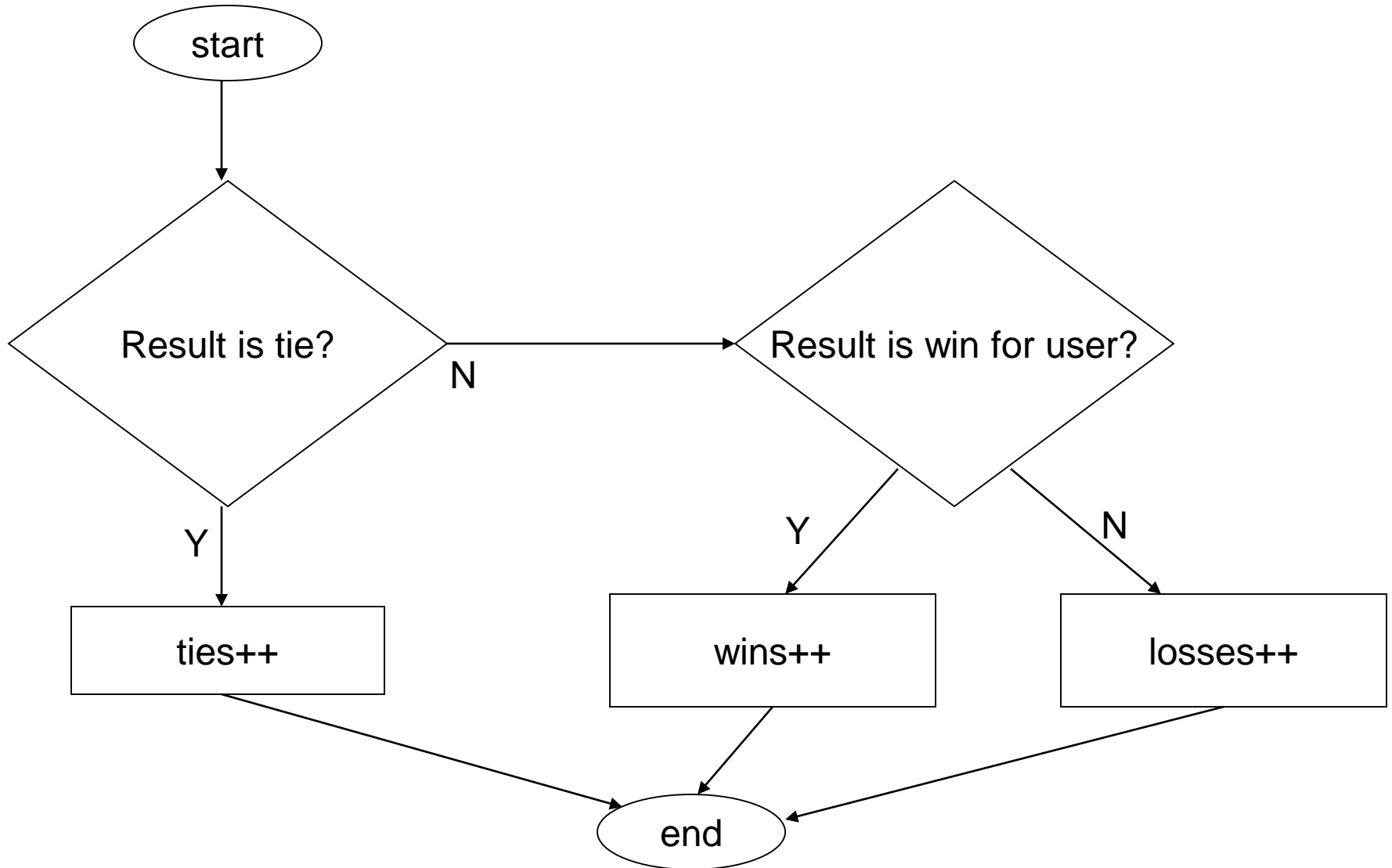
# Generate computer choice



# Determine winner



# Update stats



# Methods (subtasks)

- Print instructions
- Play game
  - readAndValidateUserChoice
  - generateComputerChoice
  - determineWinner
  - updateStats

# Methods (continued)

|                           | Needs                                 | Returns                            |
|---------------------------|---------------------------------------|------------------------------------|
| printInstructions         | None                                  | None                               |
| readAndValidateUserChoice | None                                  | Validated user choice              |
| generateCompChoice        | None                                  | Computer choice                    |
| determineWinner           | User choice<br>and computer<br>choice | Result of game                     |
| updateStats               | Result of<br>game                     | None (updates<br>wins/losses/ties) |



# Methods (updated)

|                           | Needs                                 | Returns                             |
|---------------------------|---------------------------------------|-------------------------------------|
| getInstructions           | None                                  | String                              |
| readAndValidateUserChoice | None                                  | Validated user choice               |
| generateCompChoice        | None                                  | Computer choice                     |
| determineWinner           | User choice<br>and computer<br>choice | Result of game                      |
| updateStats               | Current stats,<br>result of game      | Updated stats<br>(wins/losses/ties) |