Flowcharts-R-Us

The goal of this assignment is to gain some extra practice examining problems so that you can break them down into their smallest components and develop algorithms. Remember, in order to write a program, you must develop a solution first. After you've got a solution, then you can write the program. The algorithm...deciding what to do and in what order to do it...is the hard part.

You are to (1) write an algorithm and (2) create a flowchart for the game of Rock-Scissors-Paper (a.k.a. scissors-paper-stone, a.k.a. jan-ken-pon, a.k.a. rochambeau, a.k.a. roshambo, a.k.a. ching-chang-wulla). If you’re unfamiliar with the game, you should be able to find the rules on-line.

You may want to go to the link below for additional information about the game:


1. Include all assumptions and givens.
2. Your algorithm must allow you to select how many “wins” decides the winner.
3. When the game ends you must display:
   a. the winner and the score (i.e. number of player 1 wins and number of player 2 wins)
   b. the rock count, scissors count, and paper count for player 1
   c. the rock count, scissors count, and paper count for player 2
   d. the number of ties

Submit your algorithm and flowchart on Monday, 01/12/08.

NOTE: EWAs are a good opportunity for practice of course material. Additionally, working the EWA as much on your own as possible is good preparation for the midterms. An EWA can give you a real sense of what you know and don't know and where you should concentrate your studying.