

# Tutorium Funktionale Programmierung 2019

Part 13 - input and output

VO - Part 8

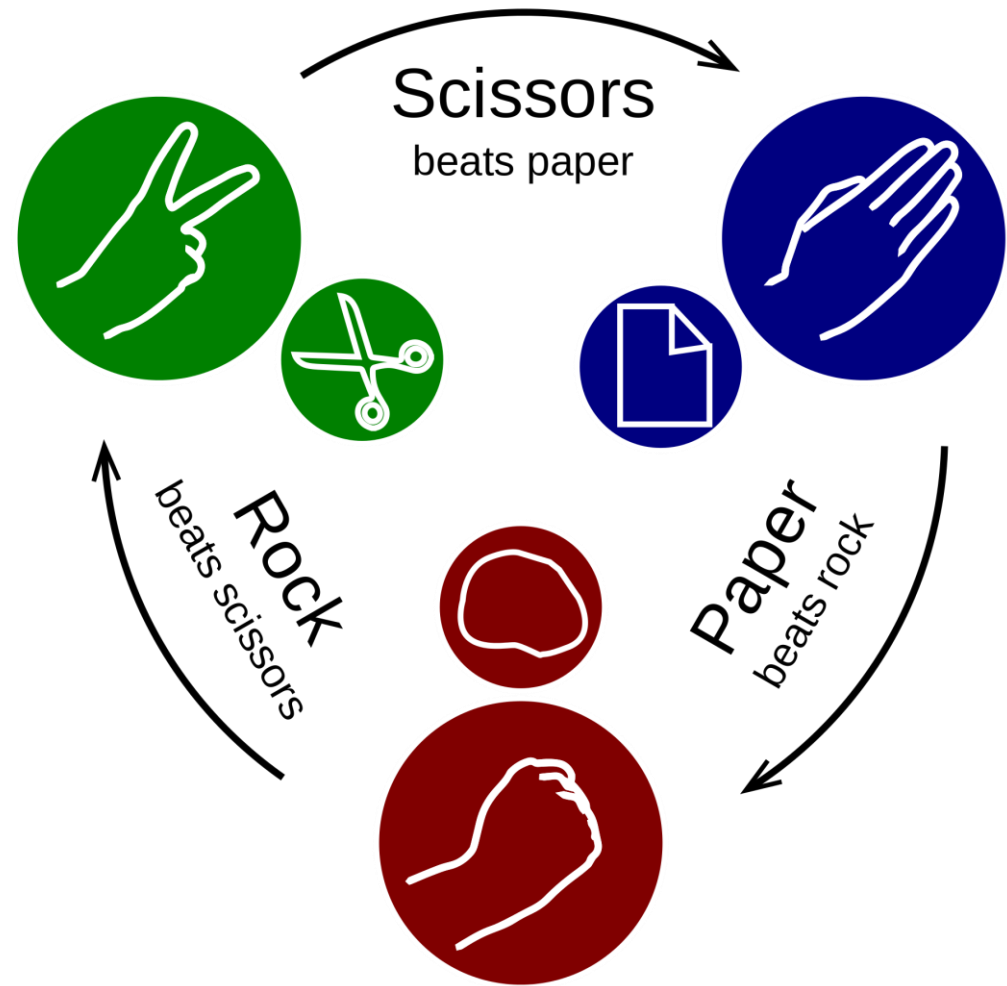
Benedikt Dornauer, 19.01.2020

# pure vs. non-pure

→ see demonstration

The goal of this Tutorium is to develop an **interactive Rock-Paper-Scissors** game. Each exercise covers different topics:

- Working with input from console
- Working with content of files
- ...



Img.: <https://de.wikipedia.org/wiki/Datei:Rock-paper-scissors.svg>

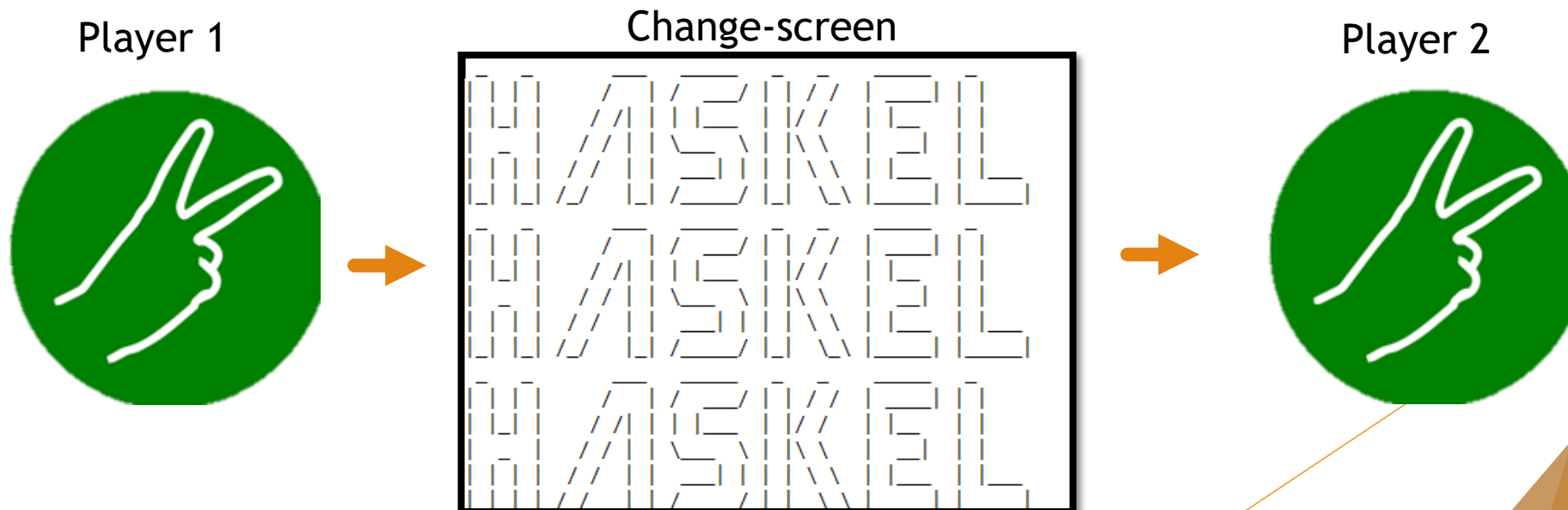
## Exercise 13.1: Simple IO-action

- ▶ Create a simple **welcome-screen**, when the *main* is called:

```
-->Game has started \n  
-->Player 1 VS Player 2\n\n
```

## Exercise 13.2: Reading from files

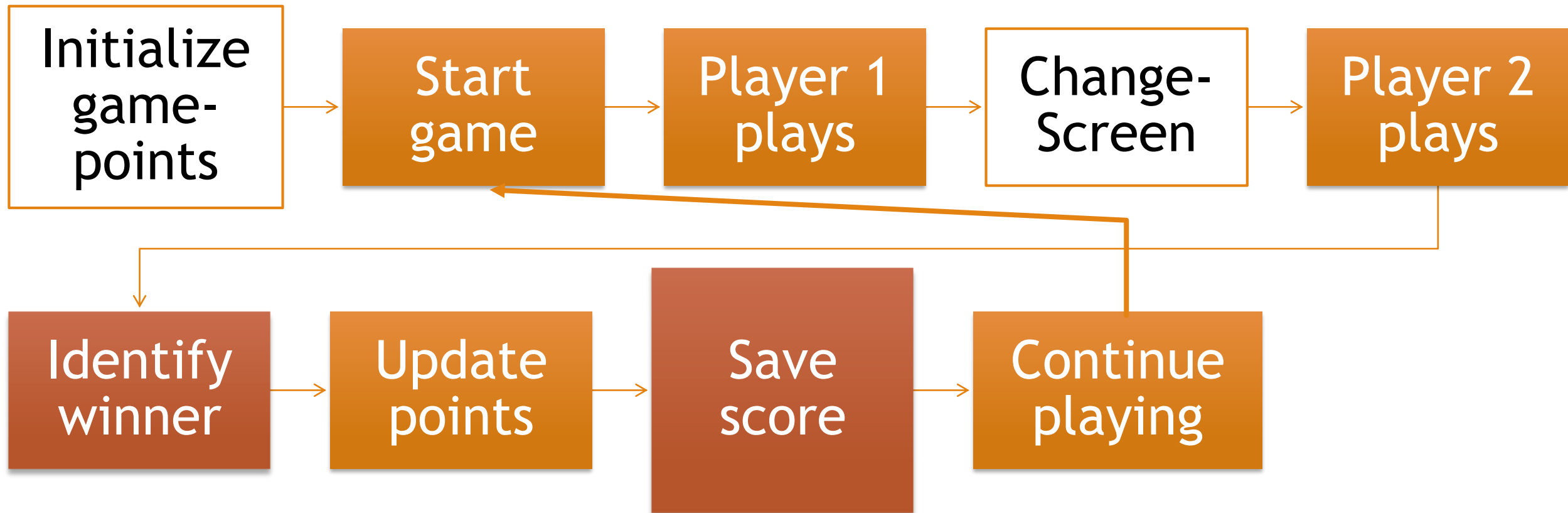
Normally two players play at the same time Rock-Paper-Scissors. In this game **they play after each other**. In this way the input from player 1 should not be visible to player 2. So you must implement a „change-screen“



Img.:  
[https://de.wikipedia.org/wiki/D  
atei:Rock-paper-  
scissors.svg](https://de.wikipedia.org/wiki/Datei:Rock-paper-scissors.svg)

## Exercise 13.3: „Everything combined“

Last but not least, we have to combine everything and **have to implement the game logic.**



Questions? Need help? Feedback? etc.

▶ [benedikt.dornauer@student.uibk.ac.at](mailto:benedikt.dornauer@student.uibk.ac.at)