

Principles of Programming, Fall 2009

Practice 11

Warming Up for Project

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“Rock-Paper-Scissors Take Away One” is well known as a simple killing-time game. Rules of the game can be described as follows:

- At first, you must submit two items from rock, paper, and scissor. You can choose duplicated items.
- You have to select one of the items you choose.
- The winning rule is same as “Rock-Paper-Scissors”.

You will play a game with TA’s AI many times and you must win the games at least over 50 % of total games you played. A game simulator and TA’s AI will be given. Define a module named ‘You’ of which signature is represented as follows:

```
module type PLAYER =
sig
  type selection = int    (* 0 : ROCK    1 : PAPER    2 : SCISSOR *)
  type submission = selection * selection
  val submit : unit -> selection * selection
  val select : submission -> selection
end
```