Course: CS 101

Assignment: Program 3 algorithm

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Problem:

Rock-Paper-Scissors is an ancient and well-known game, sometimes used as a sort-of-random selection method. Of course, the game isn't truly random, since an intelligent player can observe and exploit non- random behavior of their opponent. For example, if you notice that your opponent most often chooses Paper, then you can choose Scissors (which beats Paper) in an attempt to win.

Rules of the game: Each player chooses a weapon: Rock, Paper, or Scissors, and reveals it to the other at the same time. The winner is determined by simple rules:

Rock breaks Scissors (Rock wins)

Scissors cuts Paper (Scissors wins)

Paper covers Rock (Paper wins)

If both players choose the same thing, it's a tie, and neither wins.

Algorithms

1. (i) Import random in order to be able to generate random numbers

(ii) Import sys to exit the program via the q(quit) option

2) Write the code to have the computer randomly select its weapon

out of r(rock), p(paper) or s(scissor)

3) (i) Prompt the user to choose their weapon or h(help) for instructions

(ii) Print a message if the user entered an invalid entry and give the user the

opportunity to choose again

(iii) If the user selects a valid option, continue playing the game

4) If the user played one or more rounds and selects q to quit, print a summary

report. The report will entail a comparison the total wins, losses, ties between

the player and the computer. Then the program will exit.

Else, just exit the program