**SOURCE CODE OF ROCK PAPER SCISSOR:**

#include <math.h>

#include <stdio.h>

#include <stdlib.h>

#include <time.h>

int game(char you, char computer)

{

if (you == computer)

return -1;

if (you == 'r' && computer == 's')

return 0;

else if (you == 's' && computer == 'r') return 1;

if (you == 'r' && computer == 'z')

return 1;

else if (you == 'z' && computer == 'r')

return 0;

if (you == 's' && computer == 'z')

return 0;

else if (you == 'z' && computer == 's')

return 1;

}

int main()

{

int n;

char you, computer, result;

srand(time(NULL));

n = rand() % 100;

if (n < 33)

computer = 'r';

else if (n > 33 && n < 66)

computer = 's';

else

computer = 'z';

printf("\n\n\n\n\t\t\t\tEnter r for ROCK, s for PAPER and z for SCISSOR\n\t\t\t\t\t\t\t");

scanf("%c", &you);

result = game(you, computer);

if (result == -1) {

printf("\n\n\t\t\t\tGame Draw! NO ONE SCORES\n");

}

else if (result == 1) {

printf("\n\n\t\t\t\tWow! You have won the game! YOUR SCORE=1 COMPUTER=0\n");

}

else {

printf("\n\n\t\t\t\tOh! You have lost the game!YOUR SCORE=0 COMPUTER=1\n");

}

printf("\t\t\t\tYOu choose : %c and Computer choose : %c\n",you, computer);

return 0;

}