**C MINOR PROJECT-**

# ROCK,PAPER AND SCISSORS GAME PROJECT

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Source Code:

/\*C project for a classic rock paper and scissors game:taking input from player

and generating random inputs on the behalf of computer and deciding winner.

This is a basic C project created with complete understanding of fundamentals of C

language and dedication.

THE GAME IS ADDICTIVE!!

Project By-AARZOO

Under Unschool C and C++ Minor Project

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#include<stdio.h>

#include<stdlib.h>

#include<time.h>

int random(int n)

{

    srand(time(NULL));

    return rand()%n;

}

int compare(char c1,char c2)

{

    /\*for-rock,paper,scissors game:returns 1 if c1>c2 and 0 otherwise and if

    c1==c2 then it will return -1\*/

    if(c1==c2)

    {return -1;}

    else if((c1=='r')&&(c2=='s'))

    {return 1;}

    else if((c1=='s')&&(c2=='r'))

    {return 0;}

     else if((c1=='r')&&(c2=='p'))

    {return 0;}

     else if((c1=='p')&&(c2=='r'))

    {return 1;}

     else if((c1=='p')&&(c2=='s'))

    {return 0;}

     else if((c1=='s')&&(c2=='p'))

    {return 1;}

}

int main()

{

    char pchar,comchar,

    choice[3]={'r','p','s'};//r for rock,p for paper and s for scissors

    int p\_score=0,com\_score=0,i,temp;

    printf("WELCOME TO ROCK,PAPER AND SCISSORS GAME!!\n");

    for(i=0;i<3;i++)

    {

        printf("Your turn:\n");//taking player's input

        printf("Choose 1 for Rock\n2 for Paper\n and 3 for Scissors\n");

        scanf("%d",&temp);

        getchar();

        pchar=choice[temp-1];

        printf("You Chose %c\n",pchar);

        printf("Computer's turn:\n");//generating comp input

        temp=random(3)+1;

        comchar=choice[temp-1];

        printf("Computer chose %c\n",comchar);

        //comparing scores

        if(compare(comchar,pchar)==1)

        {

            com\_score++;

            printf("Computer got a score!!\n");

        }

        else if(compare(comchar,pchar)==-1)

        {

            com\_score++;

            p\_score++;

            printf("This round was a Draw!!\n");

        }

         else

        {

            p\_score++;

            printf("Yippee...You got a score!!\n");

        }

    }

    printf("You:%d\nCPU:%d\n",p\_score,com\_score);

    if(p\_score>com\_score)

    {

        printf("CONGRATS...YOU WIN THE GAME!!\n");

    }

    else if(p\_score<com\_score)

    {

        printf("BETTER LUCK NEXT TIME...CPU GOT IT!!\n");

    }

     else

    {

        printf("IT'S A DRAW!!\n");

    }

    return 0;

}