

```

int computer_turn = rand() % 3;

printf("You played: %s\n", player_turn);

printf("The computer played: %s\n", hands[computer_turn]);

if (strcmp(player_turn, loses[computer_turn])) {

    puts("You win! Play again?");

    return true;

} else {

    puts("Seems like you didn't win this time. Play again?");

    return false;

}

}

```

```

File Actions Edit View Help
if (ready_for_reading) {
    read_bytes = read(0, input, 100);
    if (input[read_bytes-1] == '\n') {
        --read_bytes;
        input[read_bytes] = '\0';
    }
    if (read_bytes == 0) {
        printf("No data given.\n");
        return -1;
    } else {
        return 0;
    }
} else {
    printf("Timed out waiting for user input. Press Ctrl-C to disconnect.\n");
    return -1;
}
return 0;
}

bool play () {
    char player_turn[100];
    srand(time(0));
    int r;

    printf("Please make your selection (rock/paper/scissors):\n");
    r = tgetinput(player_turn, 100);
    // Timeout on user input
    if (r == -1) {
        printf("Goodbye!\n");
        exit(0);
    }

    int computer_turn = rand() % 3;
    printf("You played: %s\n", player_turn);
    printf("The computer played: %s\n", hands[computer_turn]);

    if (strcmp(player_turn, loses[computer_turn])) {
        puts("You win! Play again?");
        return true;
    } else {
        puts("Seems like you didn't win this time. Play again?");
        return false;
    }
}

-- VISUAL --
13 107.2 56%

```

```

root@kali: /home/kali
You played: rockpaperscissors
The computer played: scissors
You win! Play again?
Type '1' to play a game
Type '2' to exit the program
1
1

Please make your selection (rock/paper/scissors):
rockpaperscissors
rockpaperscissors
You played: rockpaperscissors
The computer played: paper
You win! Play again?
Type '1' to play a game
Type '2' to exit the program
1
1

Please make your selection (rock/paper/scissors):
rockpaperscissors
rockpaperscissors
You played: rockpaperscissors
The computer played: scissors
You win! Play again?
Congrats, here's the flag!
H00t1F5005x37205LUCK-C85AF50A
Type '1' to play a game
Type '2' to exit the program
Timed out waiting for user input. Press Ctrl-C to disconnect
Goodbye!
root@kali: /home/kali

```

Just input

Rockpaperscissors

5 times you will get the flag

Here the program takes input and checks if the required string is there and compares it to predefined string variable so if we input all of them we got the flag