**ROCK PAPERS AND SCISSORS**

import java.util.Scanner;  
import java.util.Random;  
  
class RPS {  
 int cinput;  
  
 public void Cinput() {  
 Random rand = new Random();  
  
 this.cinput = rand.nextInt(3);  
 }  
  
 int userinput;  
  
 public void takeuserinput() {  
  
 Scanner sc = new Scanner(System.*in*);  
 userinput = sc.nextInt();  
 }  
  
 int c = 0;  
 int d = 0;  
  
 public void game() {  
  
 System.*out*.println("Rock,paper or Scissors");  
 if (userinput == 0) {  
 System.*out*.println("user: rock");  
 } else if (userinput == 1) {  
 System.*out*.println("user: paper");  
 } else {  
 System.*out*.println("user: Scissor");  
 }  
 if (cinput == 0) {  
 System.*out*.println("computer: rock");  
 } else if (cinput == 1) {  
 System.*out*.println("computer: paper");  
 } else {  
 System.*out*.println("computer: Scissor");  
 }  
 if (userinput == cinput) {  
 System.*out*.println("draw");  
 }  
 if (userinput == 0 && cinput == 1) {  
 this.d++;  
 System.*out*.println("computer wins");  
 } else if (userinput == 0 && cinput == 2) {  
 this.c++;  
 System.*out*.println("user wins");  
 } else if (userinput == 1 && cinput == 0) {  
 this.c++;  
 System.*out*.println("user wins");  
 } else if (userinput == 1 && cinput == 2) {  
 this.d++;  
 System.*out*.println("computer wins");  
 } else if (userinput == 2 && cinput == 0) {  
 this.d++;  
 System.*out*.println("computer wins");  
 } else if (userinput == 2 && cinput == 1) {  
 this.c++;  
 System.*out*.println("user wins");  
 }  
  
  
 }  
  
 public void decider() {  
 if (this.c > this.d) {  
 System.*out*.println("winner winner chicken dinner");  
 } else if (this.c == this.d) {  
 System.*out*.println("Good game");  
 } else {  
 System.*out*.println("better luck next time");  
 }  
  
 }  
}  
  
  
  
  
  
  
  
public class Main {  
  
  
 public static void main(String[] args) throws java.lang.Exception{  
 Scanner sc=new Scanner(System.*in*);  
 int n=sc.nextInt();  
  
 RPS a=new RPS();  
 int i=0;  
 while(i<n){  
 a.Cinput();  
 a.takeuserinput();  
 a.game();  
  
 i++;  
 }  
  
 a.decider();  
  
  
  
 }  
  
}