package com.company;  
  
import java.util.Scanner;  
  
public class Main {  
  
  
 // Rock = 1 Paper =2 Scissors=3 0 1 2 3  
  
  
 public static void main(String[] args) {  
  
 Scanner scanner = new Scanner(System.in);  
 int computerChoice;  
 int playerChoise;  
 int numberOfComputerWin=0;  
 int numberOfPlayerWin=0;  
  
  
 do {  
 computerChoice = (int) Math.random() \* 3 + 1;  
 System.out.print("Enter your Chois = ");  
 playerChoise = scanner.nextInt();  
 System.out.print("Computer chois = " + computerChoice);  
 System.out.print (" player chois = " + playerChoise);  
  
 if (playerChoise!=0) {  
 if (computerChoice == playerChoise) {  
 System.out.println(" Draw ");  
 } else if (computerChoice == 1 && playerChoise == 3 || computerChoice == 2 && playerChoise == 1 ||  
 computerChoice == 3 && playerChoise == 2) {  
  
 numberOfComputerWin++;  
 System.out.println(" score ==> compater = " + numberOfComputerWin + " player = " + numberOfPlayerWin);  
  
 } else {  
 numberOfPlayerWin++;  
 System.out.println(" score ==> Player = " + numberOfPlayerWin + " Computer = " + numberOfComputerWin);  
 }  
 }  
 } while (playerChoise != 0) ;  
 if(numberOfComputerWin==numberOfPlayerWin) {  
 System.out.println("draw");  
 }else if (numberOfComputerWin>numberOfPlayerWin){  
 System.out.println(" Computer Wins. ");  
 }else {  
 System.out.println( " Player Wins. ");  
 System.out.println( " last score computer = " + numberOfComputerWin + " score player = " + numberOfPlayerWin);  
 }  
  
 }  
 }