

```
int main()
```

```
{
```

```
    GetInput();
```

```
    for(count = 0; count < rounds; count++)
```

```
    {
```

```
        GetAndCheckPlay();
```

```
        GetComputerPlay();
```

```
        CheckWin();
```

```
        OutputWin();
```

```
    }
```

```
    CalculateWin();
```

```
    OutputFinalResults();
```

```
    return 0;
```

```
}
```