Pseudocode

Create findMove method to calculate the computers move
Create find winner method to find a winner using if statements
Calculate random number 1-3 for computer that equates to rock, paper, or scissors
Ask user for their move
Print output

Code

```python
#Cole Current
#5/18/2020
#Play Rock Paper Scissors against computer
import random
def findMove(num):
        if num == 1:
                return "Rock"
        elif num == 2:
                return "Paper"
        else:
                return "Scissors"

def findWinner(userMove, comMove):
        if userMove == comMove:
                return "Its a tie!"
        elif userMove == "Rock":
                if comMove == "Paper":
                        return "Computer Wins!"
                else:
                        return "You Win!"
        elif userMove == "Paper":
                if comMove == "Scissors":
                        return "Computer Wins!"
                else:
                        return "You Win!"
        else:
                if comMove == "Rock":
                        return "Computer Wins!"
                else:
```

```
                return "You Win!"

def main():
        comNum = random.randint(1, 3)
        comMove = findMove(comNum)
        userMove = input("Rock, Paper, or Scissors?")

        #Output
        print("Welcome to Rock Paper Scissors!")
        print("<><><><><><><><><><><><><><><>")
        print("You played " + userMove + ".")
        print("Computer played " + comMove + ".")
        print(findWinner(userMove, comMove))
main()
```

PMR

What is the purpose of the program? To play rock paper scissors vs a computer

How could your program be useful in the real world? This could be a basic rock paper game

for boredom

What is a problem you ran into and how did you fix it? I really didn't experience any

problems coding this program

What would you do differently next time you write a program? I would better sketch out the

methods