**Setup Buttons in HTML:**

**1.**Create button elements with an id corresponding to each choice and add images inside them. Use a common class for styling.

**Add Event Listeners in JavaScript:**

**2.** Use querySelectorAll to get all buttons and attach a click event listener to each one. When a button is clicked, get its id to identify the user’s choice.

**Display User Choice:**

**3.Hint:** Update the user-choice div with the image of the user’s selected choice using the id from the clicked button.

**Generate and Display Computer Choice:**

**4.** Randomly select a choice for the computer from an array of options and update the cpu-choice div with the corresponding image.

**Determine and Display the Winner:**

**5.Hint:** Implement a comparison function to check who wins based on the game rules and update the result div with the outcome.