

1 Start	The program starts
2 Declarations	The program begins declaring variables
3 string Rock	The program declares the string variable Rock
4 string Paper	The program declares the string variable Paper
5 string Scissors	The program declares the string variable Scissors
6 string Choice	The program declares the string variable Choice
7 string UserChoice	The program declares the string variable UserChoice
8 string Salt	The program declares the string variable Salt
9 playagain()	The program runs the module playagain
10 Stop	The program ends
11	Empty line for the sake of organization

12	playagain()	The program starts the module playagain
13	Disp "Would you like to play? Y/N?"	The program displays "Would you like to play? Y/N?"
14	input Salt	The user inputs a value for Salt
15	while Salt = "Y"	The program checks if Salt = "Y" and if so performs all tasks in the while loop
16	guess()	The program runs the module guess
17	newguess()	The program runs the module newguess
18	response()	The program runs the module response
19	winner()	The program runs the module winner
20	input Salt	The user inputs a value for Salt
21	endwhile	The while loop ends, as the user has input something other than Y for Salt
22	return	the module playagain ends, and the program runs the next line of code
23		Empty line for the sake of organization

24 guess()	The program starts the module guess
25 set Choice = Rock	The program sets the variable Choice equal to the variable Rock
26 return	The module guess ends, and the program runs the next line of code
27	Empty line for the sake of organization

28 newguess()	The program starts the module newguess
29 if Choice = Rock then	If the variable Choice = Rock then the program runs the code within the if statement
30 set Choice = Paper	The program sets the variable Choice equal to the variable Paper
31 else	if Choice does not equal Rock, then the program runs the next line of code
32 if Choice = Paper then	If the variable Choice = Paper then the program runs the code within the if statement
33 set Choice = Scissors	The program sets the variable Choice equal to the variable Scissors
34 else	if Choice does not equal Paper, then the program runs the next line of code
35 if Choice = Scissors then	If the variable Choice = Scissors then the program runs the code within the if statement
36 set Choice = Rock	The program sets the variable Choice equal to the variable Rock
37 endif	The program ends the if statement
38 return	The module newguess ends, and the program runs the next line of code
39	Empty line for the sake of organization

40 response()	The program starts the module response
41 input UserChoice	The user inputs a value for the variable UserChoice
while UserChoice =/ 42 "Rock" OR "Paper" OR "Scissors"	The program creates a while loop, which will run if the user has not input either "Rock" "Paper" or "Scissors" for the variable UserChoice
43 Disp "Please enter Rock, Paper, or Scissors."	The program displays the message "Please enter Rock, Paper, or Scissors."
44 input UserChoice	The user inputs a value for the variable UserChoice
45 endwhile	The while loop ends, as the user has input either Rock, Paper, or Scissors.
46 return	The module response ends, and the program runs the next line of code
47	Empty line for the sake of organization

48	winner()	The program starts the module winner
	if Choice = Rock AND UserChoice = "Paper" OR	
49	Choice = Paper AND UserChoice = "Scissors" OR Choice = Scissors AND UserChoice = "Rock" then	The program creates an if statement, which, when met, results in the program running the code within the if statement.
50	Disp "You won!"	The program displays the message "You won!"
51	endif	The program ends the if statement
	if Choice = Rock AND UserChoice = "Scissors" OR Choice = Paper AND	
52	UserChoice = "Rock" OR Choice = Scissors AND UserChoice = "Paper" then	The program creates an if statement, which, when met, results in the program running the code within the if statement.
53	Disp "I won!"	The program displays the message "I won!"
54	endif	The program ends the if statement
	if Choice = Rock AND UserChoice = "Rock" OR Choice = Paper AND	
55	UserChoice = "Paper" OR Choice = Scissors AND UserChoice = "Scissors" then	The program creates an if statement, which, when met, results in the program running the code within the if statement.
56	Disp "We Tied!"	The program displays the message "We Tied!"
57	endif	The program ends the if statement
58	return	The module winner ends, and the program runs the next line of code
59		Empty line for the sake of organization