using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace RPS

{

class Program

{

static void Main(string[] args)

{

String inputPlayer, inputCPU;

int randomInt;

Boolean playAgain = true;

while (playAgain)

{

int scorePlayer = 0;

int scoreCPU = 0;

while (scorePlayer < 3 && scoreCPU < 3)

{

Console.WriteLine("Choose between Rock(1), Paper(2) And scissors(3) : ");

inputPlayer = Console.ReadLine();

inputPlayer = inputPlayer.ToUpper();

Random rnd = new Random();

randomInt = rnd.Next(1, 3);

switch (randomInt)

{

case 1:

inputCPU = "ROCK";

Console.WriteLine("Computer choose ROCK");

if (inputPlayer == "1")

{

Console.WriteLine("DRAW!!\n\n");

}

else if (inputPlayer == "2")

{

Console.WriteLine("PLAYER WINS!!\n\n");

scorePlayer++;

}

else if (inputPlayer == "3")

{

Console.WriteLine("CPU WINS!!\n\n");

scoreCPU++;

}

break;

case 2:

inputCPU = "PAPER";

Console.WriteLine("Computer choose PAPER");

if (inputPlayer == "2")

{

Console.WriteLine("DRAW!!\n\n");

}

else if (inputPlayer == "1")

{

Console.WriteLine("CPU WINS!!\n\n");

scoreCPU++;

}

else if (inputPlayer == "3")

{

Console.WriteLine("PLAYER WINS!!\n\n");

scorePlayer++;

}

break;

case 3:

inputCPU = "SCISSORS";

Console.WriteLine("Computer choose SCISSORS");

if (inputPlayer == "3")

{

Console.WriteLine("DRAW!!\n\n");

}

else if (inputPlayer == "1")

{

Console.WriteLine("PLAYER WINS!!\n\n");

scorePlayer++;

}

else if (inputPlayer == "2")

{

Console.WriteLine("CPU WINS!!\n\n");

scoreCPU++;

}

break;

default:

Console.WriteLine("Invalid empty!");

Environment.Exit(0);

break;

}

}

if (scorePlayer == 3)

{

Console.WriteLine("player wins ... ");

}

else if (scoreCPU == 3)

{

Console.WriteLine("cpu wins ... ");

}

else

{

}

Console.WriteLine("do you want to play again(yes or no) :");

String loop = Console.ReadLine();

if (loop == "yes")

{

playAgain = true;

Console.Clear();

}

else if (loop == "no")

{

playAgain = false;

Environment.Exit(0);

}

}

}

}

}