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// ***** STONE,PAPER,SCISSOR GAME *****

#include <iostream>
#include <cstdlib>
#include <ctime>

using namespace std;

int main()
{
    int a,b;

    while(1)
    {

        cout << "\n";
        cout << "***** LET'S PLAY STONE,PAPER,SCISSOR *****\n";
        cout << "\n";
        cout << "Please press one of the key of which discription is given below\n";
        cout << "Press '0' if you want to choose paper\n";
        cout << "Press '1' if you want to choose rock\n";
        cout << "Press '2' if you want to choose scissors\n";
        cout << "Press '3' if you want to exit \n";
        cin >> a;

        cout << "\n";
        cout << "rock ! paper ! scissors !.....\n";

        b = rand()%3;

        cout << "Computer's choice is :\n";

        switch (b)
        {

            case 0:
            {
                cout << "##### PAPER #####\n";
                break;
            }

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    case 1:
    {
        cout << "##### ROCK #####\n";
        break;
    }

    case 2:
    {
        cout << "##### SCISSORS #####\n";
        break;
    }

}

cout << "User's choice is :\n";

switch (a)
{

    case 0:
    {
        cout << "##### PAPER #####\n";
        break;
    }

    case 1:
    {
        cout << "##### ROCK #####\n";
        break;
    }

    case 2:
    {
        cout << "##### SCISSORS #####\n";
        break;
    }

    case 3:
    {
        cout << "##### USER WANT TO EXIT #####\n";
        goto end;
    }
}

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        break;
    }

}

cout << "\n";

if (a == 0 && b == 1)
{
    cout << "*****USER WINS*****\n";
}

else if(a == 0 && b == 0)
{
    cout << "*****DRAWS*****\n";
}

else if(a == 0 && b ==2)
{
    cout << "*****COMPUTER WINS*****\n";
}

else if(a ==1 && b == 0)
{
    cout << "*****COMPUTER WINS*****\n";
}

else if (a == 1 && b == 1)
{
    cout << "*****DRAWS*****\n";
}

else if (a == 1 && b == 2)
{
    cout << "*****USER WINS*****\n";
}

else if (a == 2 && b == 0)
{
    cout << "*****USER WINS*****\n";
}

else if(a == 2 && b == 1)

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{
    cout << "*****COMPUTER WINS*****\n";
}

else if(a == 2 && b == 2)
{
    cout << "*****DRAWS*****\n";
}

cout << "\n";
cout << "##### NEXT TURN
#####\n";

}
end:

return 0;
}

```