// \*\*\*\*\*\*\* 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;

}

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;

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)

{

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

}

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

{

cout << "\*\*\*\*\*\*DRAWS\*\*\*\*\*\*\*\n";

}

cout << "\n";

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

}

end:

return 0;

}