```
package RockPaperScissor;

import java.util.Scanner;
import java.util.Random;

public class RockPaperScissor {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        Random random = new Random();

        while (true) {
            String computerSelection = getComputerChoice(random.nextInt(3) + 1);
            System.out.print("Enter your choice (rock, paper, scissors or exit to
quit): ");
            String userChoice = scanner.nextLine().toLowerCase();

            if ("exit".equals(userChoice)) break;

            if (!isValidChoice(userChoice)) {
                System.out.println("Invalid choice, please enter rock, paper, or
scissors.");
                continue;
            }

            System.out.println("Computer chose: " + computerSelection);
            determineWinner(computerSelection, userChoice);
        }

        scanner.close();
    }

    public static String getComputerChoice(int number) {
        return switch (number) {
            case 1 -> "rock";
            case 2 -> "paper";
            case 3 -> "scissors";
            default -> ""; // should never happen
        };
    }

    public static boolean isValidChoice(String choice) {
        return choice.equals("rock") || choice.equals("paper") ||
choice.equals("scissors");
    }

    public static void determineWinner(String computer, String user) {
        if (computer.equals(user)) {
            System.out.println("It's a tie. Play again!");
        } else if ((computer.equals("rock") && user.equals("scissors")) ||
                   (computer.equals("scissors") && user.equals("paper")) ||
                   (computer.equals("paper") && user.equals("rock"))) {
            System.out.println("Computer wins!");
        } else {
            System.out.println("You win!");
        }
    }
}
```