import java.util.\*;

public class StonePaperScissor

{

public static void main(String[] args) {

Scanner scn = new Scanner(System.in);

while(true)

{

String [] availableMoves = {"Rock", "Paper", "Scissors"};

String computerMove = availableMoves[new Random().nextInt(availableMoves.length)];

System.out.println("Computer has chosen it's move.");

System.out.println();

System.out.println("Now it's your turn to choose. Good Luck!");

System.out.println();

String userMove;

// loop until the user chooses the correct move

while(true) {

System.out.println("Please choose your move from these available moves : 'Rock' 'Paper' 'Scissors' ");

System.out.println("Enter the move you chose : ");

userMove = scn.nextLine();

// checking if user's move is one of the available moves or not

if(userMove.equals("Rock") || userMove.equals("Paper") || userMove.equals("Scissors")){

System.out.println();

break;

}

// if user didn't enter a valid input

System.out.println();

System.out.println("Invalid Move!!");

System.out.println("Please enter the move from the available moves only!");

System.out.println();

}

//printing what computer chose

System.out.println("Computer chose : " + computerMove);

//3. COMPARING THE MOVES & DECIDING THE WINNER

// checking for a tie

if(userMove.equals(computerMove)) {

System.out.println("Its a tie!");

}

//checking for all other moves possible

else if(userMove.equals("Rock")) {

if(computerMove.equals("Paper")) {

System.out.println("Computer won!");

System.out.println("Better luck next time!");

}

else if(computerMove.equals("Scissors")) {

System.out.println("You won!");

System.out.println("Congratulations!");

}

}

else if(userMove.equals("Paper")) {

if(computerMove.equals("Rock")) {

System.out.println("You won!");

System.out.println("Congratulations!");

}

else if(computerMove.equals("Scissors")) {

System.out.println("Computer won!");

System.out.println("Better luck next time!");

}

}

else if(userMove.equals("Scissors")) {

if(computerMove.equals("Paper")) {

System.out.println("You won!");

System.out.println("Congratulations!");

}

else if(computerMove.equals("Rock")) {

System.out.println("Computer won!");

System.out.println("Better luck next time!");

}

}

System.out.println();

String playAgain;

System.out.println("Do you want to play again? ");

// loop until the user chooses the correct option

while(true) {

System.out.println("Type 'yes' or 'no' ");

playAgain = scn.nextLine();

if(playAgain.equals("yes") || playAgain.equals("Yes") || playAgain.equals("no") || playAgain.equals("No")) {

System.out.println();

System.out.println("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

System.out.println();

break;

}

System.out.println();

System.out.println("Invalid Input");

System.out.println();

}

if(playAgain.equals("no") || playAgain.equals("No")) {

break;

}

}

}

}