EXERCISE USING ITERATIVE STRUCTURES

```csharp
                            break;
                        }
                    }

        private void pictureBox2_Click(object sender, EventArgs e)
        {
            Random randomGenerator = new Random();
            int computerChoice;
            pictureBox4.BackgroundImage = pictureBox2.BackgroundImage;
            computerChoice = randomGenerator.Next(1, 4);
            switch (computerChoice)
            {
                case 1:
                    pictureBox5.BackgroundImage = pictureBox1.BackgroundImage;
                    label7.Text = "Payer wins because paper covers rock";
                    break;
                case 2:
                    pictureBox5.BackgroundImage = pictureBox2.BackgroundImage;
                    label7.Text = "TIE";
                    break;
                case 3:
                    pictureBox5.BackgroundImage = pictureBox3.BackgroundImage;
                    label7.Text = "Computer wins because scissors cut paper";
                    break;
            }
        }

        private void pictureBox3_Click(object sender, EventArgs e)
```

```csharp
        private void pictureBox3_Click(object sender, EventArgs e)
        {
            Random randomGenerator = new Random();
            int computerChoice;
            pictureBox4.BackgroundImage = pictureBox3.BackgroundImage;
            computerChoice = randomGenerator.Next(1, 4);
            switch (computerChoice)
            {

                case 1:
                    pictureBox5.BackgroundImage = pictureBox1.BackgroundImage;
                    label7.Text = "Computer wins because rock breaks scissors";
                    break;
                case 2:
                    pictureBox5.BackgroundImage = pictureBox2.BackgroundImage;
                    label7.Text = "Player wins because scissors cut paper";
                    break;
                case 3:
                    pictureBox5.BackgroundImage = pictureBox3.BackgroundImage;
                    label7.Text = "TIE";
                    break;
            }

        }

        private void button1_Click(object sender, EventArgs e)
        {
            this.Close();
        }
```