

Java Basics Unit

Lesson 5 Lab 4: Rock, Paper, Scissors – Step 3

Copyright © 2016 The Learning House, Inc.

All rights reserved. No part of these materials may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of The Learning House. For permission requests, write to The Learning House, addressed "Attention: Permissions Coordinator," at the address below.

The Learning House

427 S 4th Street #300

Louisville KY 40202

Lab 4 Rock, Paper, Scissors – Step 3

Requirements

In this lab, you will write a program that plays the game Rock, Paper, Scissors. The rules of the game are as follows:

1. Each player chooses Rock, Paper or Scissors.
2. If both players choose the same thing, the round is a tie.
3. Otherwise:
 - a. Paper wraps Rock to win
 - b. Scissors cut Paper to win
 - c. Rock breaks Scissors to win

Your program must have the following features:

1. This program will be a Java Console Application called RockPaperScissorsStep3.
 - a. Copy the code created in Step 2 to your new project to use as a starting point.
2. In this step, you will add code that does the following:
 - a. Keeps track of how many rounds are ties, user wins or computer wins.
 - b. Hint: create three variables to keep track of these items and update them correctly each round through the loop created in Step 2.
 - c. Prints out the number of ties, user wins, and computer wins and declares the overall winner based on who won more rounds.