# Java Basics Unit

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

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# Lab 4 Rock, Paper, Scissors – Step 4

## 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 RockPaperScissorsStep4.
    a. Copy the code created in Step 3 to your new project to use as a starting point.
2. In this Step, you will add code that does the following:
    a. Asks the user if he/she wants to play again after all rounds have been completed.
    b. If user says No, the program prints out a message saying, “Thanks for playing!” and then exits.
    c. If user says Yes, the program starts over, asking the user how many rounds he/she would like to play.