

Java Basics Unit

Lesson 5 Lab 4: Rock, Paper, Scissors – Step 1

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Lab 4 Rock, Paper, Scissors – Step 1

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 RockPaperScissorsStep1.
2. The computer asks the user for his/her choice (Rock, Paper, or Scissors).
 - a. Hint: 1 = Rock, 2 = Paper, 3 = Scissors
3. After the computer asks for the user's input, the computer randomly chooses Rock, Paper, or Scissors and displays the result of the round (tie, user win, or computer win).
 - a. Hint: use the Random class.