

Java Basics Unit

Lesson 5 Lab 4: Rock, Paper, Scissors – Step 2

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Lab 4 Rock, Paper, Scissors – Step 2

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 RockPaperScissorsStep2.
 - a. Copy the code created in Step 1 to your new project to use as a starting point.
2. In this Step, you will add code that does the following:
 3. Asks the user how many rounds he/she wants to play.
 4. Maximum number of rounds = 10, minimum number of rounds = 1. If the user asks for something outside this range, the program prints an error message and quits.
 5. If the number of rounds is in range, the program plays that number of rounds. Each round is played according to the requirements in Step 1.