

```

1  /**
2   * header
3   */
4
5  import java.util.Scanner;
6  import static java.lang.System.*;
7
8  public class RockPaperScissors
9  {
10     private String playChoice;
11     private String compChoice;
12
13     //default constructor
14     public RockPaperScissors()
15     {
16         playChoice = "";
17         compChoice = "";
18     }
19
20     //loaded constructor
21     public RockPaperScissors(String player)
22     {
23         setPlayers(player);
24     }
25
26     public void setPlayers(String player)
27     {
28         switch(player)
29         {
30             case "R":
31                 playChoice = "rock";
32                 break;
33             case "P":
34                 playChoice = "paper";
35                 break;
36             case "S":
37                 playChoice = "scissor";
38                 break;
39         }
40         int num = 0 + (int)(Math.random()*3);
41         switch(num)
42         {
43             case 0:
44                 compChoice = "rock";
45                 break;
46             case 1:
47                 compChoice = "paper";
48                 break;
49             case 2:
50                 compChoice = "scissor";
51                 break;
52         }
53     }
54
55     public String determineWinner()
56     {
57         String winner="";
58         if ( compChoice.equals( playChoice ) )

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59         return "!Draw Game!";
60         //if playChoice is the same as compChoice no winner (draw)
61         else if ( compChoice.equals("rock") && playChoice.equals("scissor") )
62             return "!Computer wins <<" + compChoice + " crushes " + playChoice + ">>!";
63         else if ( compChoice.equals("scissor") && playChoice.equals("paper") )
64             return "!Computer wins <<" + compChoice + " cuts " + playChoice + ">>!";
65         else if ( compChoice.equals("paper") && playChoice.equals("rock") )
66             return "!Computer wins <<" + compChoice + " covers " + playChoice + ">>!";
67         //if Player wins
68         else if ( playChoice.equals("rock") && compChoice.equals("scissor") )
69             return "!Player wins <<" + playChoice + " crushes " + compChoice + ">>!";
70         else if ( playChoice.equals("scissor") && compChoice.equals("paper") )
71             return "!Player wins <<" + playChoice + " cuts " + compChoice + ">>!";
72         else if ( playChoice.equals("paper") && compChoice.equals("rock") )
73             return "!Player wins <<" + playChoice + " covers " + compChoice + ">>!";
74         else
75             return "Im a terrible coder, Sorry";
76     }
77
78     public String toString()
79     {
80         String output="";
81         output+="player had " + playChoice+"\n";
82         output+="computer had " + compChoice;
83         return output;
84     }
85 }
86
```