```java
/**
 * header
 */

import java.util.Scanner;
import static java.lang.System.*;

public class RPSLK
{
    private String playChoice;
    private String compChoice;

    //default constructor
    public RPSLK()
        {
            playChoice = "";
            compChoice = "";
        }

        //loaded constructor
    public RPSLK(String player)
        {
            setPlayers(player);
        }

    public void setPlayers(String player)
    {

        switch(player)
        {
            case "R":
                playChoice = "rock";
                break;
            case "P":
                playChoice = "paper";
                break;
            case "S":
                playChoice = "scissor";
                break;
            case "L":
                playChoice = "lizzard";
                break;
            case "K":
                playChoice = "spock";
                break;
        }


        int num = 0 + (int)(Math.random()*5);
        switch(num)
        {
            case 0:
                compChoice = "rock";
                break;
            case 1:
                compChoice = "paper";
                break;
            case 2:
```

```java
59                   compChoice = "scissor";
60                   break;
61               case 3:
62                   compChoice = "lizzard";
63                   break;
64               case 4:
65                   compChoice = "spock";
66                   break;
67           }
68       }
69
70       public String determineWinner()
71       {
72           String winner="";
73           if ( compChoice.equals( playChoice ) )
74               return "!Draw Game!";
75           //if playChoice is the same as compChoice no winner (draw)
76
77           //Tests to see if computer wins
78           if ( compChoice.equals("scissor") && playChoice.equals("lizzard") )
79               return "!Computer wins <<" + compChoice + " decapitates " + playChoice +
                       ">>!";
80           else if ( compChoice.equals("paper") && playChoice.equals("spock") )
81               return "!Computer wins <<" + compChoice + " disproves " + playChoice + ">>!";
82           else if ( compChoice.equals("rock") && playChoice.equals("scissor") )
83               return "!Computer wins <<" + compChoice + " crushes " + playChoice + ">>!";
84           else if ( compChoice.equals("lizzard") && playChoice.equals("paper") )
85               return "!Computer wins <<" + compChoice + " eats " + playChoice + ">>!";
86           else if ( compChoice.equals("spock") && playChoice.equals("rock") )
87               return "!Computer wins <<" + compChoice + " vaporizes " + playChoice + ">>!";
88           else if ( compChoice.equals("scissor") && playChoice.equals("paper") )
89               return "!Computer wins <<" + compChoice + " cuts " + playChoice + ">>!";
90           else if ( compChoice.equals("paper") && playChoice.equals("rock") )
91               return "!Computer wins <<" + compChoice + " covers " + playChoice + ">>!";
92           else if ( compChoice.equals("rock") && playChoice.equals("lizzard") )
93               return "!Computer wins <<" + compChoice + " crushes " + playChoice + ">>!";
94           else if ( compChoice.equals("lizzard") && playChoice.equals("spock") )
95               return "!Computer wins <<" + compChoice + " poisons " + playChoice + ">>!";
96           else if ( compChoice.equals("spock") && playChoice.equals("scissor") )
97               return "!Computer wins <<" + compChoice + " smashes " + playChoice + ">>!";
98           //Player wins
99           else if ( playChoice.equals("scissor") && compChoice.equals("lizzard") )
100              return "!Player wins <<" + playChoice + " decapitates " + compChoice + ">>!";
101          else if ( playChoice.equals("paper") && compChoice.equals("spock") )
102              return "!Player wins <<" + playChoice + " disproves " + compChoice + ">>!";
103          else if ( playChoice.equals("rock") && compChoice.equals("scissor") )
104              return "!Player wins <<" + playChoice + " crushes " + compChoice + ">>!";
105          else if ( playChoice.equals("lizzard") && compChoice.equals("paper") )
106              return "!Player wins <<" + playChoice + " eats " + compChoice + ">>!";
107          else if ( playChoice.equals("spock") && compChoice.equals("rock") )
108              return "!Player wins <<" + playChoice + " vaporizes " + compChoice + ">>!";
109          else if ( playChoice.equals("scissor") && compChoice.equals("paper") )
110              return "!Player wins <<" + playChoice + " cuts " + compChoice + ">>!";
111          else if ( playChoice.equals("paper") && compChoice.equals("rock") )
112              return "!Player wins <<" + playChoice + " covers " + compChoice + ">>!";
113          else if ( playChoice.equals("rock") && compChoice.equals("spock") )
114              return "!Player wins <<" + playChoice + " crushes " + compChoice + ">>!";
115          else if ( playChoice.equals("lizzard") && compChoice.equals("spock") )
```

```java
116                return "!Player wins <<" + playChoice + " poisons " + compChoice + ">>!";
117            else if ( playChoice.equals("spock") && compChoice.equals("scissor") )
118                return "!Player wins <<" + playChoice + " smashes " + compChoice + ">>!";
119            else
120                return "Im a terrible coder, Sorry";
121        }
122
123    public String toString()
124    {
125        String output="";
126        output+="player had " + playChoice+"\n";
127        output+="computer had "+ compChoice;
128        return output;
129    }
130 }
131
```