```cpp
#include <iostream>
#include <stdlib.h>
#include<time.h>
#include<conio.h>
using namespace std;

class ggame{
public :
  char  roc[30],pap[30] ,sci[30];
 ggame(){
   std::string roc = "1)  Rock\n";
   std::string pap = "2)  Paper\n";
   std::string sci = "3)  Scissors\n";

   }
void dischoice()
 {
   cout << roc;
     cout << pap;
     cout << sci;
}
};


void disCh(int choose,ggame g)
{

switch(choose){
    case 1 :
     cout << g.roc;
      break;
    case 2 :
      cout << g.pap;
      break;
    case 3 :
      std::cout << g.sci;
      break;
    default:
      std::cout << "Invalid Option\n";
}
}

void printResult(int result[])
{
  cout<< "the result is \n you=  "<<result[0]<<"   your computer =
"<<result[1]<<"\n";
  if (result[0]>result[1])
    cout<< "you win \n";
  else if (result[0]<result[1])
```

```cpp
        cout<< "computer win \n";
    else
        cout<< "Draw \n";
}

void menu()
{
    cout << "====================\n";
cout << "rock paper scissors!\n";
cout << "Rules:\n";
cout << "Rock smashes scissors\n";
cout << "Scissors cuts paper\n";
cout << "Paper covers rock\n";
cout << "If you all have the same choice, a draw\n";
cout << "Whoever gets the most points wins\n";
cout<<"1)  Rock\n";
cout<< "2) Paper\n";
cout<< "3) Scissors\n";
cout << "====================\n";
}

void win(int user,int computer, int result[])
{

    if(user == computer){
      std::cout << "Draw Game\n";
    }
    else if((user == 1 && computer == 3) ||(user == 3 && computer ==
2)||(user == 2 && computer == 1)){
        std::cout << "You Win(^__^)\nCongrats!\n";
    ++result[0];
    }

    else{
        std::cout << "Computer Wins!\nGAMEOVER XD\n";
    ++result[1];
    }

}

int chackOption (int again)
{
    while(again != 1 && again != 2){

std::cout << "Invalid Option\n";
std::cout << "1) Yes\n";
std::cout << "2) NO\n";
std::cin >> again;
```

```cpp
   }
   return again;
}
int main() {

int again =1;
int result[2]={0,0};
while(again){


srand (time(NULL));
int computer = rand() % 3 + 1;
int user = 0;

   //Creating strings to avoid repetition
ggame g;
menu();
//Displaying choices
g.dischoice();
cout << "Choose: ";
cin >> user;
cout << "\nYou  choose ";

   //Displaying user choice
   disCh(user,g);


   //Displaying computer choice
cout << "Computer choose ";
   disCh(computer ,g);
   //}


   //Win Lose Draw Logic
 win(user,computer,result);

printResult(result);
std::cout << "Do you want play again?\n";
std::cout << "1) Yes\n";
std::cout << "2) NO\n";
std::cin >> again;

again=chackOption(again);
//
if(again == 2){
   again = 0;
   printResult(result);
   cout<<"good bye!, see you later..";
```

```cpp
   }


   }

     getch();
}
```

```cpp
#include <iostream>
#include <stdlib.h>
#include<time.h>
#include<conio.h>

using namespace std;

class ggame{
public :
char  roc[30],pap[30] ,sci[30];
 ggame()
{strcpy( roc , "1) ✊ Rock\n");
strcpy( pap, "2) ✋ Paper\n");
strcpy(sci,"3) ✌ Scissors\n");

}
void dischoice()
 {
 cout << roc;
 cout << pap;
 cout << sci;
}
};

void disCh(int choose,ggame g)
{

switch(choose){
    case 1 :
     cout << g.roc;
       break;
    case 2 :
      cout << g.pap;
       break;
    case 3 :
      std::cout << g.sci;
       break;
    default:
      std::cout << "Invalid Option\n";
```

```cpp
        }
}

void printResult(int result[])
{
cout<< "the result is \n you=  "<<result[0]<<"   youre computer =
"<<result[1]<<"\n";
if (result[0]>result[1])
cout<< "you win \n";
else if (result[0]<result[1])
        cout<< "comuter win \n";
else
        cout<< "Draw \n";
}

void menu()
{
cout << "====================\n";
cout << "rock paper scissors!\n";
cout << "Rules:\n";
cout << "Rock smashes scissors\n";
cout << "Scissors cuts paper\n";
cout << "Paper covers rock\n";
cout << "If you all have the same choice, a draw\n";
cout << "Whoever gets the most points wins\n";
cout << "====================\n";
}

void win(int user,int computer, int result[])
{

 if(user == computer){
    std::cout << "Draw Game\n";
  }
   else if((user == 1 && computer == 3) ||(user == 3 && computer ==
2)||(user == 2 && computer == 1)){
    std::cout << "You Win(^__^)\nCongrats!\n";
    ++result[0];
  }

  else{
    std::cout << "Computer Wins!\nGAMEOVER XD\n";
    ++result[1];
  }

}

int chackOption (int again)
```

```cpp
{
while(again != 1 && again != 2){

std::cout << "Invalid Option\n";
std::cout << "1) Yes\n";
std::cout << "2) NO\n";
std::cin >> again;

}
return again;
}
int main() {

int again =1;
int result[2]={0,0};
while(again){

srand (time(NULL));
int computer = rand() % 3 + 1;
int user = 0;

  //Creating strings to avoid repetition
ggame g;
menu();
//Displaying choices
g.dischoice();
cout << "Choose: ";
cin >> user;
cout << "\nYou  choose ";

  //Displaying user choice
  disCh(user,g);

  //Displaying computer choice
cout << "Computer choose ";
disCh(computer ,g);
  //}

  //Win Lose Draw Logic
 win(user,computer,result);

printResult(result);
std::cout << "Do you want play again?\n";
std::cout << "1) Yes\n";
std::cout << "2) NO\n";
std::cin >> again;

again=chackOption(again);
```

```cpp
//
if(again == 2){
  again = 0;
  printResult(result);
  cout<<"good bye!, see you later😭";
}


}

  getch();
}
```

```cpp
#include <iostream>
#include <stdlib.h>
using namespace std;
int main() {

int again =1;
while(again){

srand (time(NULL));
int computer = rand() % 3 + 1;
int user = 0;

  //Creating strings to avoid repetition
  std::string roc = "1) ✊ Rock\n";
  std::string pap = "2) ✋ Paper\n";
  std::string sci = "3) ✌ Scissors\n";

// rulse
std::cout << "====================\n";
std::cout << "rock paper scissors!\n";
std::cout << "Rules:\n";
std::cout << "Rock smashes scissors\n";
std::cout << "Scissors cuts paper\n";
std::cout << "Paper covers rock\n";
std::cout << "If you all have the same choice, a draw\n";
std::cout << "====================\n";
//Displaying choices
std::cout << roc;
std::cout << pap;
std::cout << sci;

std::cout << "Choose: ";
std::cin >> user;


std::cout << "\nYou  choose ";
```

```cpp
//Displaying user choice
switch(user){
  case 1 :
    std::cout << roc;
    break;
  case 2 :
    std::cout << pap;
    break;
  case 3 :
    std::cout << sci;
    break;
  default:
    std::cout << "Invalid Option\n";
}

//Displaying computer choice
std::cout << "Computer choose ";
  switch(computer){
  case 1 :
    std::cout << roc;
    break;
  case 2 :
    std::cout << pap;
    break;
  case 3 :
    std::cout << sci;
    break;
  default :
    std::cout << "Invalid Option\n";
}


//Win Lose Draw Logic
if(user == computer){
  std::cout << "Draw Game\n";
}
else if(user == 1 && computer == 3){
  std::cout << "You Win(^__^)\nCongrats!\n";
}
else if(user == 3 && computer == 2){
  std::cout << "You Win(^__^)\nCongrats!\n";
}
else if(user == 2 && computer == 1){
  std::cout << "You Win(^__^)\nCongrats!\n";
}
else{
  std::cout << "Computer Wins!\nGAMEOVER XD\n";
```

```cpp
    }

std::cout << "Do you want play again?\n";
std::cout << "1) Yes\n";
std::cout << "2) NO\n";
std::cin >> again;

while(again != 1 && again != 2){

std::cout << "Invalid Option\n";
std::cout << "1) Yes\n";
std::cout << "2) NO\n";
std::cin >> again;
}

//
if(again == 2){
  again = 0;
   cout<<"good bye!, see you later😭";
}

}


}
```