

Inicio

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graph TD; Inicio([Inicio]) --> papel[/papel/]; papel --> pedra[/pedra/]; pedra --> tesoura[/tesoura/]; tesoura --> jogar[jogar()]; jogar --> resetar[resetar()]; resetar --> resultado[/resultado/]; resultado --> Fim([Fim]);
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The flowchart illustrates a sequential process for a Rock-Paper-Scissors game. It begins with an oval node labeled 'Inicio'. A vertical arrow points down to a parallelogram node labeled 'papel'. Another vertical arrow points down to a second parallelogram node labeled 'pedra'. A third vertical arrow points down to a third parallelogram node labeled 'tesoura'. From there, a vertical arrow points down to a rectangular process node labeled 'jogar()'. This is followed by another vertical arrow pointing down to a second rectangular process node labeled 'resetar()'. A final vertical arrow points down to a fourth parallelogram node labeled 'resultado'. The process concludes with a vertical arrow pointing down to an oval node labeled 'Fim'.

papel

pedra

tesoura

jogar()

resetar()

resultado

Fim