**Start – Form 2**

**Begin**

Create a public string called PassingText

**End**

**StartBtn\_Click**

**Begin**

**If** PassingText = NULL **Then**

**Display** “Please enter something”

**Else**

**P**assingText = Text entered by the user in NameTextBox

**Hide** this form

**Show** RSPGame form

**EndIf**

**End**

**RSPGame – Form 1**

**Begin**

Create a string variable called UserChoice

Create a string variable called ComputerChoice

Create a string variable called Result

Create an integer variable called ComputerScore

Create an integer variable called PlayerScore

**End**

**PlayBtn\_Click()**

**Begin**

**Call** PlayGame(

**End**

**ResetBtn\_Click()**

**Begin**

**Call** ResetGame()

**End**

**PlayGame()**

**Begin**

**Call** GetPlayerChoice()

**Call** GetComputerChoice()

**Call** DetermineWinner()

**End**

**ResetGame()**

**Begin**

**Hide** ComputerRock

**Hide** ComputerPaper

**Hide** ComputerScissors

**Hide** PlayerRock

**Hide** PlayerScissors

**Hide** PlayerPaper

ComputerResultLabel <- 0

PlayerResultLabel.Text <- 0

**GetPlayerChoice()**

**Begin**

**If** RockRB is Checked **Then**

UserChoice <- “Rock”

**Show** PlayerRock

**Hide** PlayerScissors

**Hide** PlayerPaper

**ElseIf** ScissorsRB is Checked **Then**

UserChoice <- “Scissors”

**Show** PlayerScissors

**Hide** PlayerRock

**Hide** PlayerPaper

**ElseIf** PaperRB is Checked **Then**

UserChoice <- “Paper”

**Show** PlayerPaper

**Hide** PlayerRock

**Hide** PlayerScissors

**Else**

**Hide** PlayerScissors

**Hide** PlayerRock

**Hide** PlayerPaper

**Endif**

**End**

**GetComputerChoice()**

**Begin**

Generate a random number between 0 and 3 not including 3 and let it equal to randomNumber variable

**If** randomNumber = 0 **Then**

ComputerChoice <- “Rock”

**Show** ComputerRock

**Hide** ComputerScirssors

**Hide** ComputerPaper

**ElseIf** randomNumber = 1 **Then**

ComputerChoice <- “Scirssors”

**Hide** ComputerRock

**Show** ComputerScirssors

**Hide** ComputerPaper

**ElseIf** randomNumber = 2 **Then**

ComputerChoice <- “Paper”

**Hide** ComputerRock

**Hide** ComputerScirssors

**Show** ComputerPaper

**Else**

**Hide** ComputerRock

**Hide** ComputerScirssors

**Hide** ComputerPaper

**EndIf**

**End**

**DtermineWinner()**

**Begin**

**If** UserChoice = “Rock” **And** ComputerChoice = “Rock” **Then**

**Display** “It’s a Tie”

Result <- “Tie”

**ElseIf** UserChoice = “Rock” **And** ComputerChoice = “Paper” **Then**

**Display** “Computer wins, Hard luck :(”

Result <- “Computer”

**ElseIf** UserChoice = “Rock” **And** ComputerChoice = “Scissors” **Then**

**Display** “You win :)”

Result <- “Player”

**ElseIf** UserChoice = “Paper” **And** ComputerChoice = “Paper” **Then**

**Display** “It’s a Tie”

Result <- “Tie”

**ElseIf** UserChoice = “Paper” **And** ComputerChoice = “Scissors” **Then**

**Display** “Computer wins, Hard luck :(”

Result <- “Computer”

**ElseIf** UserChoice = “Paper” **And** ComputerChoice = “Rock” **Then**

**Display** “You win :)”

Result <- “Player”

**ElseIf** UserChoice = “Scissors” **And** ComputerChoice = “Scissors” **Then**

**Display** “It’s a Tie”

Result <- “Tie”

**ElseIf** UserChoice = “Scissors” **And** ComputerChoice = “Paper” **Then**

**Display** “You win :)”

Result <- “Player”

**ElseIf** UserChoice = “Scissors” **And** ComputerChoice = “Rock” **Then**

**Display** “Computer wins, Hard luck :(”

Result <- “Computer”

**EndIf**

**If** Result = “Computer”

**Add** one point to ComputerScore

ComputerResultLabel <- ComputerScore

**ElseIf** Result = “Player”

**Add** one point to PlayerScore

PlayerResultLabel <- PlayerScore

**EndIf**

**End**

**RPSForm\_Load()**

**Begin**

**PassText** From **Start to RSPGame**

PlayerNameLabel <- PassingText

PlayerNameScoreLabel <- PassingText

**End**