

Rock, Paper, Scissors Game

Basic Steps in Creating your Program.

1. Plan your logic before working on the project and review the syntax you will use in the project. Think about how you want the output to display to the user. You might want to tell the user what the program does and what type of input you expect from the user. Your interface structure could do this. Select names of the variables you will use in the program.
2. Create a JAVA project Using **NetBeans IDE**.
 - Declare variables to hold input information.
 - Using the **JFrame Form** or **JPanel Form** to create the application.
 - Program created with JavaFX in the previous versions of NetBeans like 8.2 will work but the newest version of Apache NetBeans 12.6 does not automatically allow creation of JavaFX applications. There are a number of additions to the runtime that need to be set up and are not easily accomplished. The notation in 12.6 is that you use the Ant>Project and then add the JFrame to the project source. From there use the Panels to add the forms and controls.
3. Run the program. Debug the code, making sure all calculations are correct and the line spacing is suitable for readability.

Your program Assignment

Write a program that lets the user play the game of Rock, Paper, Scissors against the computer. The program should work as follows.

1. When the program begins, a random number is ranged of 1 through 3 is generated. If the number is 1, then the computer has chosen rock. If the number is 2, then the computer has chosen paper, If the number is 3, then the computer has chosen scissors. (Don't display the computer's choice yet.)
2. The user enters his or her choice of "rock", "paper", or "scissors" at the key-board. (You can use a menu if you prefer.)
3. The computer's choice is displayed.
4. A winner is selected according to the following rules:

- If one player chooses rock and the other player chooses scissors, then rock wins. (The rock smashes the scissors.)
 - If one player chooses scissors and the other player chooses paper, then scissors wins. (Scissors cuts paper.)
 - If one player chooses paper and the other player chooses rock, then paper wins. (Paper wraps rock.)
 - If both players make the same choice, the game must be played again to determine the winner.
5. Be sure and use a looping structure so that the game can be played multiple times. Keep track of number of wins by player and computer so you can display that as the games progress

Possible Look to Program



ROCK PAPER SCISSORS



Player: Select your choice from the buttons above.

Player Chose:

Computer Chose:

RESET

EXIT

Player Wins: 1

Computer Wins: 0