

# Rock Paper Scissor

- **Display a welcome message and rules of the game:**

At the beginning of the program, Print a message welcoming the user and providing a brief overview of the rules for the rock-paper-scissors game. This could include explaining that rock beats scissors, scissors beats paper, and paper beats rock.

- **Prompt the user to choose rock, paper, or scissors:**

Use an input prompt to ask the user to enter their choice. For example, you can print a message like "Enter your choice: rock, paper, or scissors" and then read the user's input.

- **Generate a random choice for the computer:**

Use a random number generator to select a choice for the computer. Assign a numerical value to each option (e.g., 1 for rock, 2 for paper, and 3 for scissors) and use the random function to choose a number within that range.

- **Determine the winner based on the user's choice and the computer's choice:**

Implement the logic to determine the winner. Compare the user's choice with the computer's choice according to the rules of the game (rock beats scissors, scissors beats paper, and paper beats rock).

- **Display the result (win, lose, or draw):**

Print a message indicating the result of the game based on the comparison made in the previous step. For example, "You win!", "You lose!", or "It's a draw!"

- **Ask the user if they want to play again:**

Prompt the user with a message like "Do you want to play again? (yes/no)" and read their input. If the answer is yes, go back to step 2; otherwise, proceed to step 7.

- **If yes, go to step 2; otherwise, display a farewell message and end the game:**

If the user chooses not to play again, print a farewell message to thank them for playing and end the program.

## Psuodocode :-

Initialize random number generator

loop while playAgain is 'y' or 'Y':

Display "Welcome to Rock, Paper, Scissors!"

Prompt user for their choice (rock, paper, or scissors)

Read userChoice

Generate a random index between 0 and 2

computerChoice = choices[random index]

Display "Computer chose: " + computerChoice

if userChoice is equal to computerChoice:

Display "It's a draw!"

else if (userChoice is "rock" and computerChoice is "scissors") or

(userChoice is "paper" and computerChoice is "rock") or

(userChoice is "scissors" and computerChoice is "paper"):

Display "You win!"

else:

Display "Computer wins!"

Prompt user: "Do you want to play again? (y/n)"

Read playAgain

Display "Thanks for playing! Goodbye."

