ROCK,PAPER and SCISSORS GAME

#include <stdio.h>

#include <stdlib.h>

#include <time.h>

int main()

{

int R=1;

int P=2;

int S=3;

int i;

int Pscore =0;

int Cscore =0;

int choice;

srand(time(NULL));

printf("Rock=1 , Paper= 2, and Scissors= 3\n");

for(i=0;i<5;i++){

printf("Enter your choice:");

scanf("%d",&choice);

int computer=rand()%3+1;

if(choice==1){

if(computer==1){

printf("Draw\n");

}

if(computer==2){

printf("Computer Wins!\n");

Cscore= Cscore + 1;

}

if(computer==3){

printf("Player Wins\n");

Pscore = Pscore + 1;

}

}

else if(choice==2){

if(computer==2){

printf("Draw\n");

}

if(computer==3){

printf("Player Wins!\n");

Pscore = Pscore + 1;

}

if(computer==1){

printf("Computer Wins!\n");

Cscore= Cscore + 1;

}

}

else if(choice==3){

if(computer==3){

printf("Draw\n");

}

if(computer==2){

printf("Computer Wins!\n");

Cscore= Cscore + 1;

}

if(computer==1){

printf("Player Wins!\n");

Pscore = Pscore + 1;

}

}

else{

printf("Wrong Answer\n");

}

}

if(Cscore > Pscore ){

printf("Computer wins %d to %d\n",Cscore,Pscore);

}

else if(Cscore < Pscore ){

printf("Player wins %d to %d\n",Pscore,Cscore);

}

else if(Cscore == Pscore)

{

printf("No winner it is a draw!\n");

}

return 0;

}

**OUPUT SCREENSHOT :**

