#include <ctime>

#include <iostream>

using namespace std;

char getComputerMove()

{

int move;

srand(time(NULL));

move = rand() % 3;

if (move == 0) {

return 'p';

}

else if (move == 1) {

return 's';

}

return 'r';

}

int getResults(char playerMove, char computerMove)

{

if (playerMove == computerMove) {

return 0;

}

if (playerMove == 's' && computerMove == 'p') {

return 1;

}

if (playerMove == 's' && computerMove == 'r') {

return -1;

}

if (playerMove == 'p' && computerMove == 'r') {

return 1;

}

if (playerMove == 'p' && computerMove == 's') {

return -1;

}

if (playerMove == 'r' && computerMove == 'p') {

return -1;

}

if (playerMove == 'r' && computerMove == 's') {

return 1;

}

return 0;

}

int main()

{

char playerMove;

cout << "\n\n\n\t\t\tWelcome to Stone Paper Scissor "

"Game\n";

cout << "\n\t\tEnter r for ROCK, p for PAPER, and s "

"for SCISSOR\n\t\t\t\t\t";

while(1) {

cin >> playerMove;

if (playerMove == 'p' || playerMove == 'r' || playerMove == 's') {

break;

}

else {

cout << "\t\t\tInvalid Player Move!!! Please Try Again." << endl;

}

}

char computerMove = getComputerMove();

int result = getResults(playerMove, computerMove);

if (result == 0) {

cout << "\n\t\t\tGame Draw!\n";

}

else if (result == 1) {

cout << "\n\t\t\tCongratulations! Player won the "

"game!\n";

}

else {

cout << "\n\t\t\tOh! Computer won the game!\n";

}

cout << "\t\t\tYour Move: " << playerMove << endl;

cout << "\t\t\tComputer's Move: " << computerMove << endl;

return 0;

}