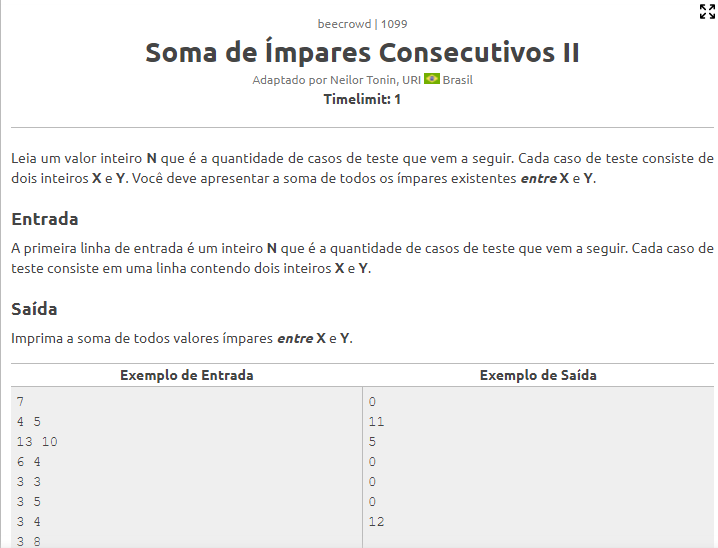
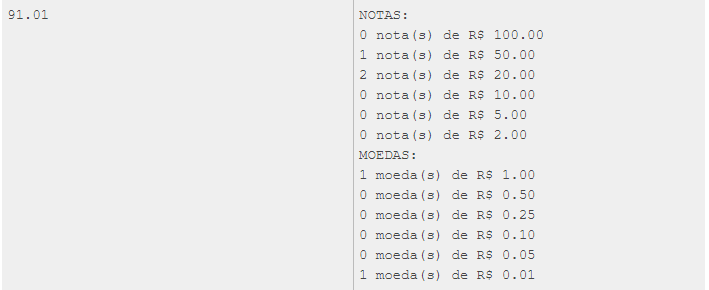
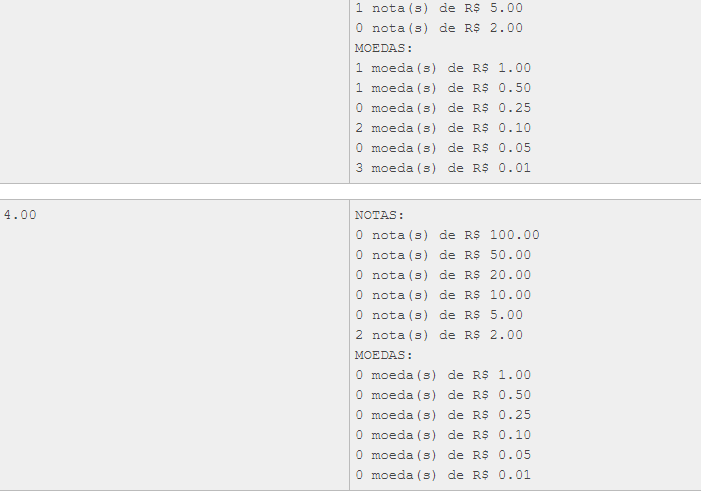
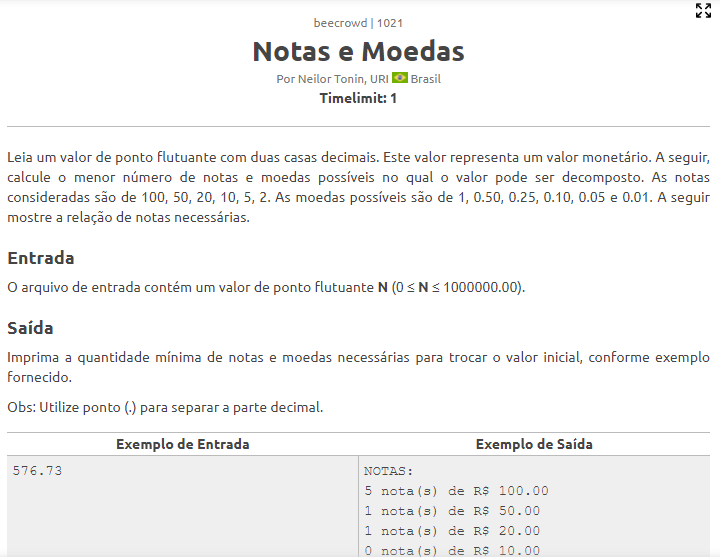
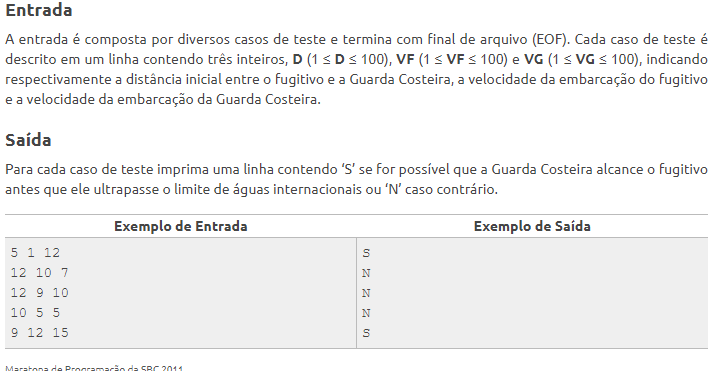
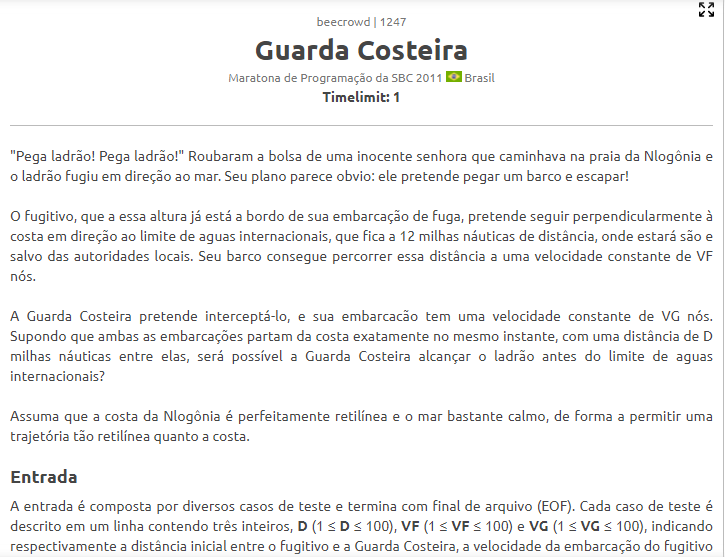
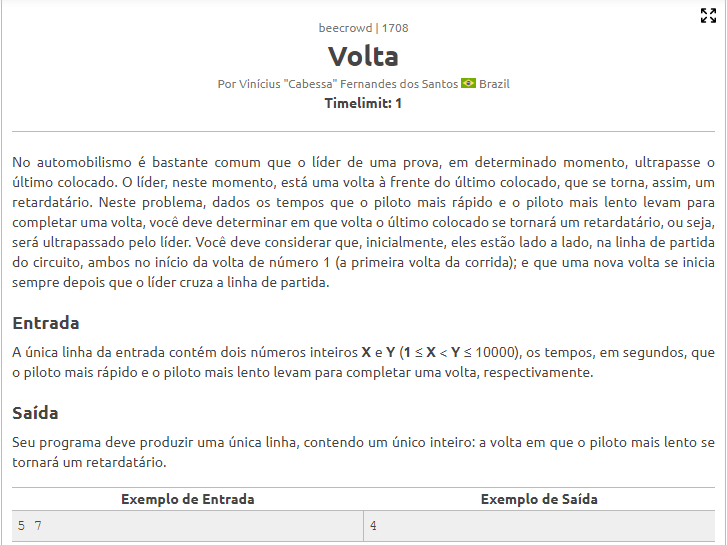
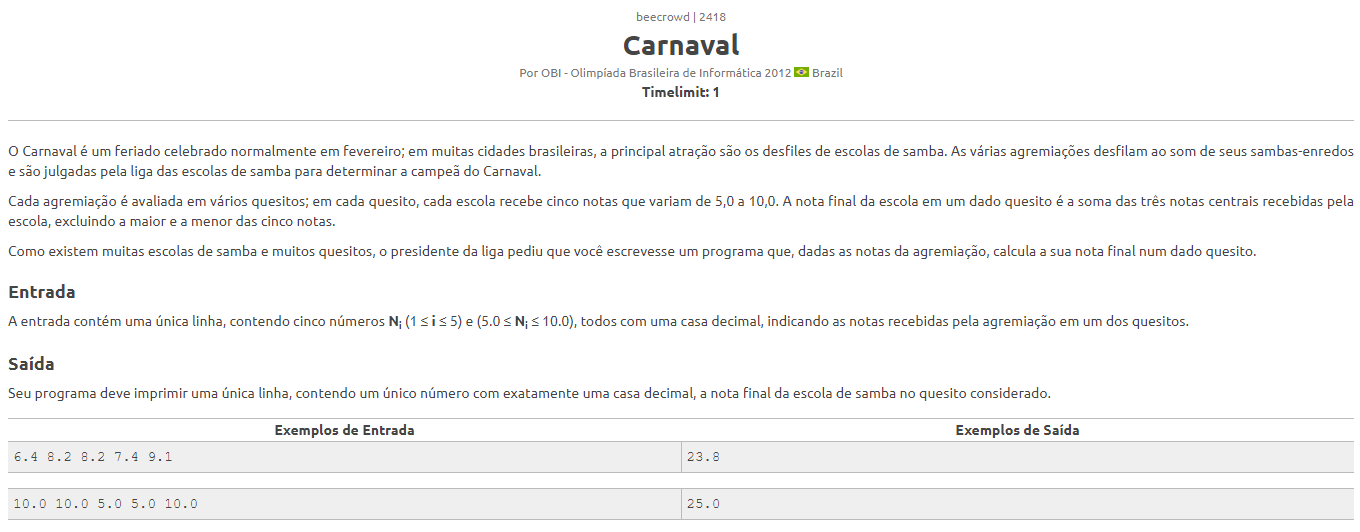
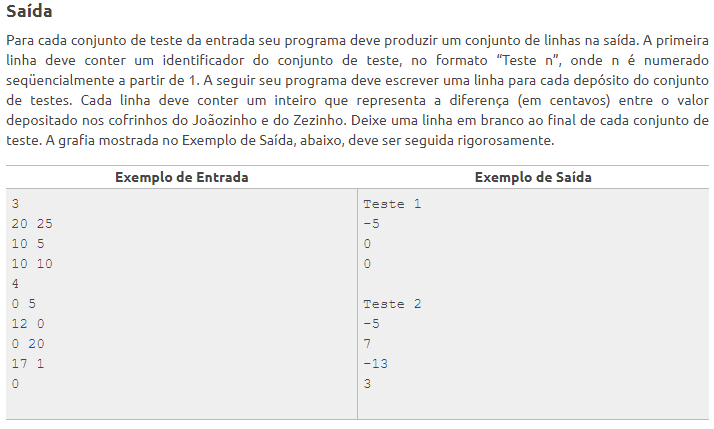
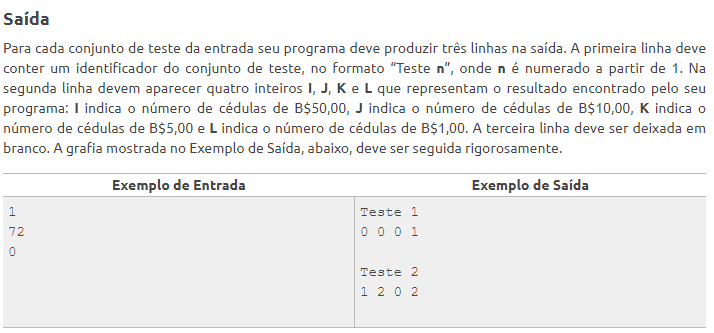
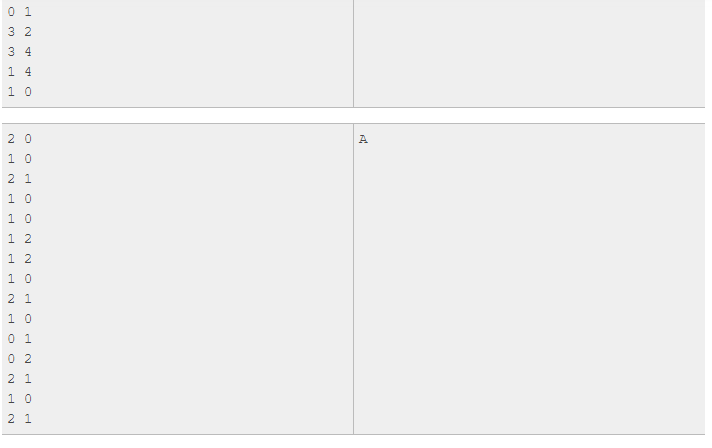
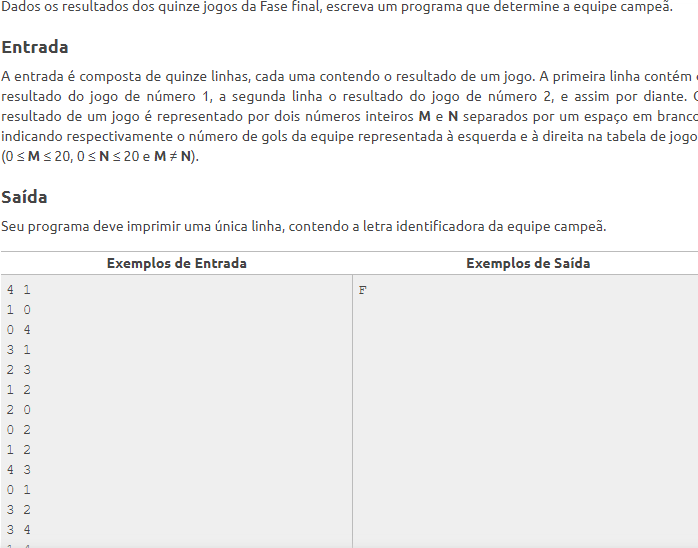
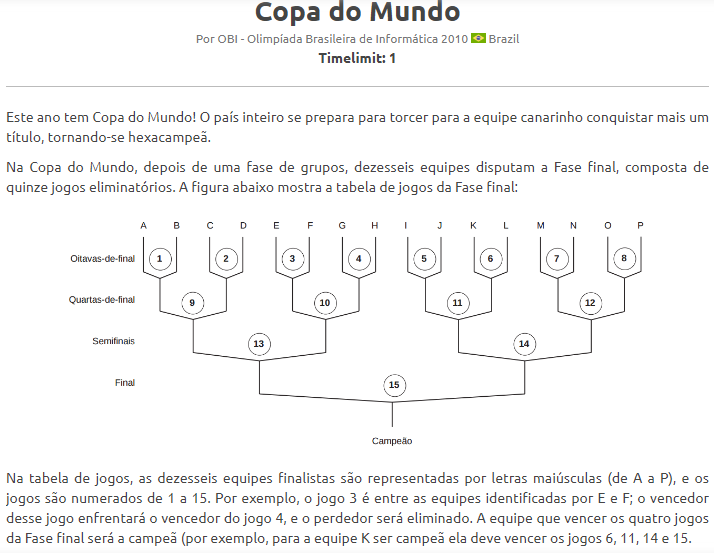
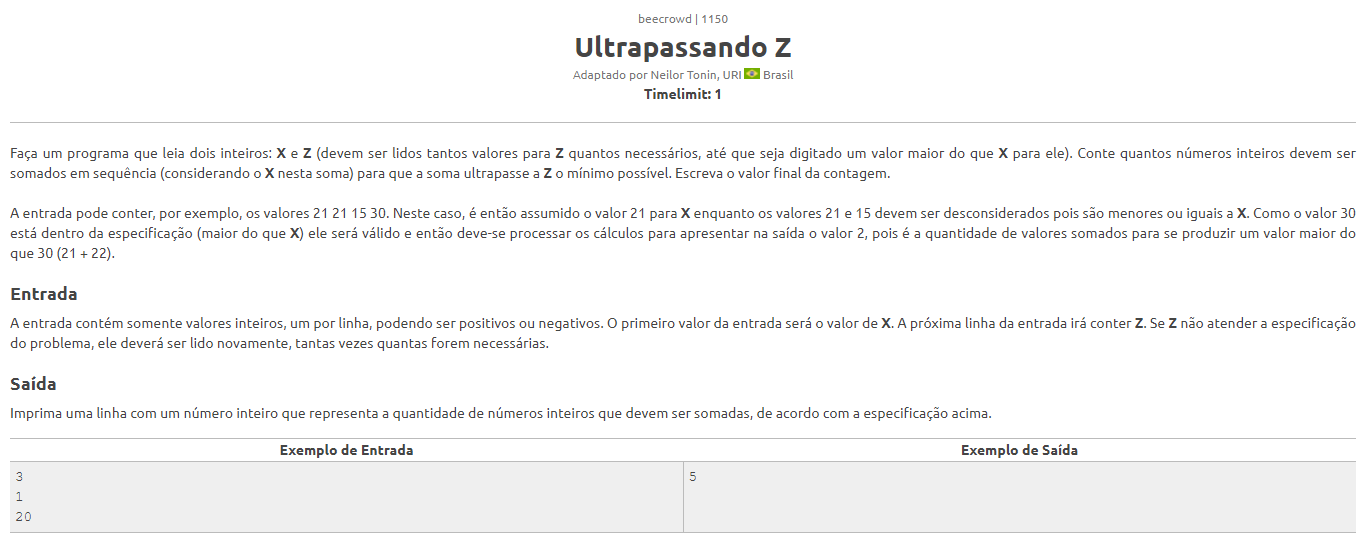
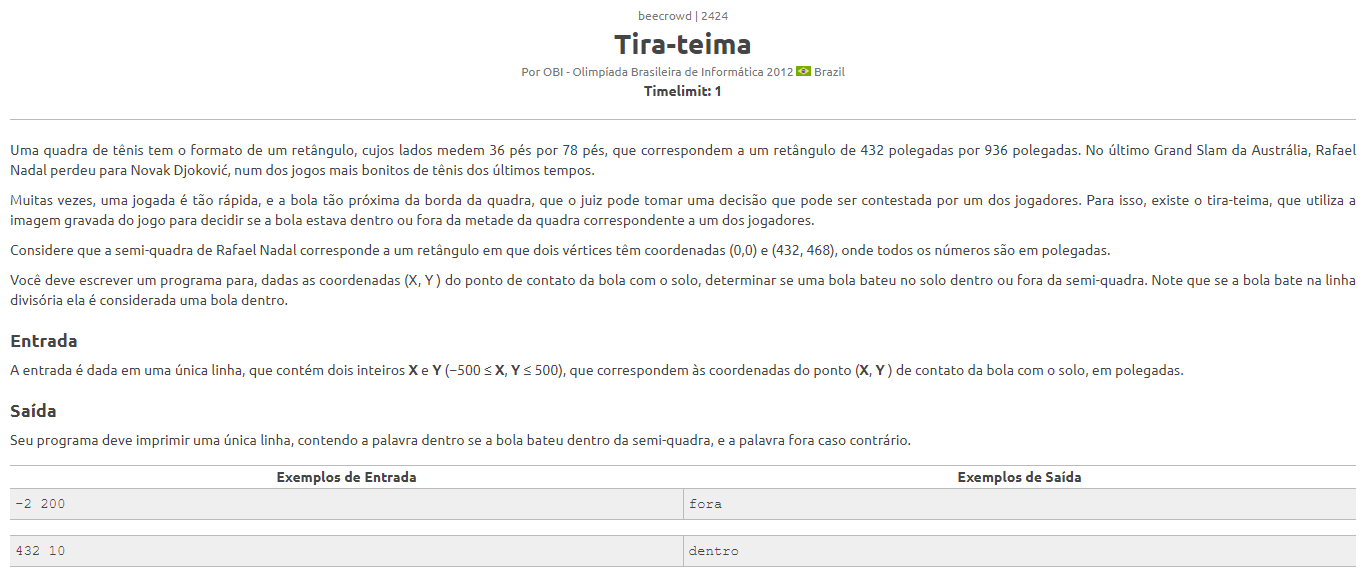
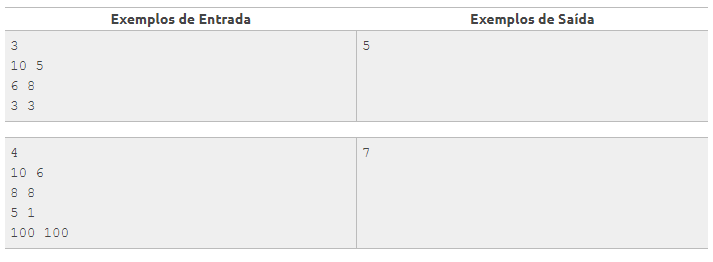
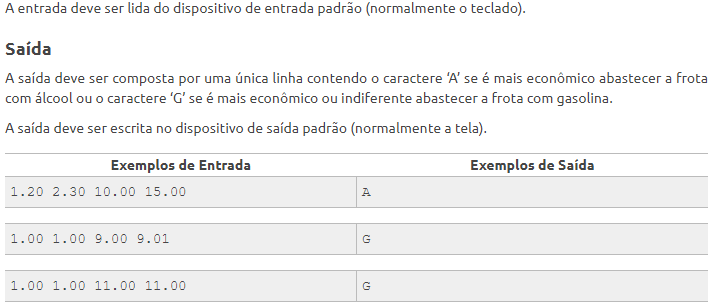
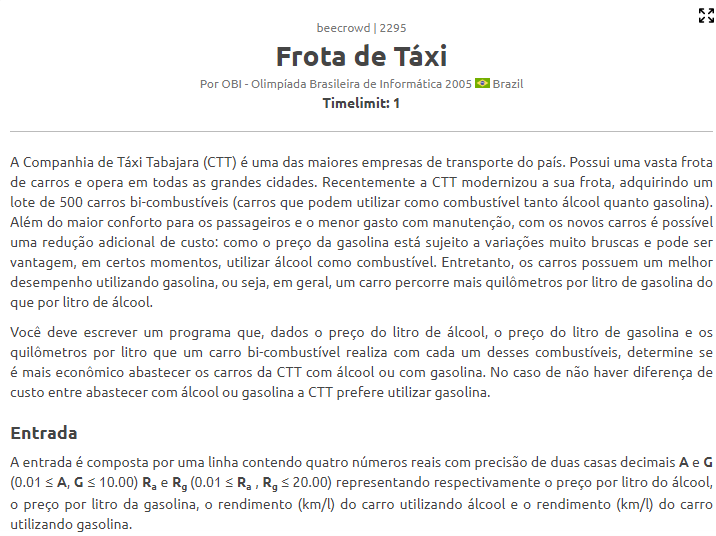
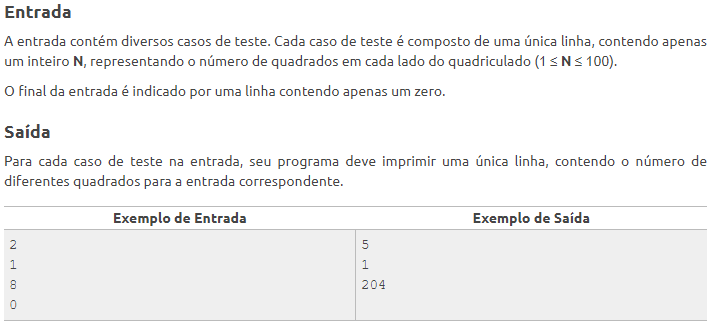
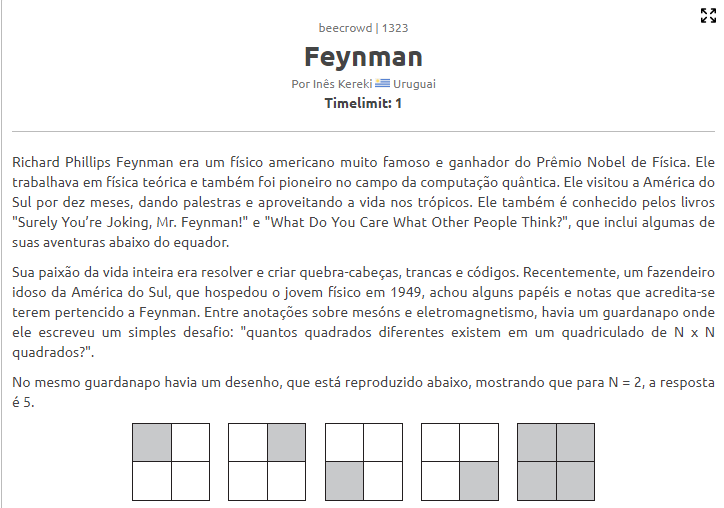
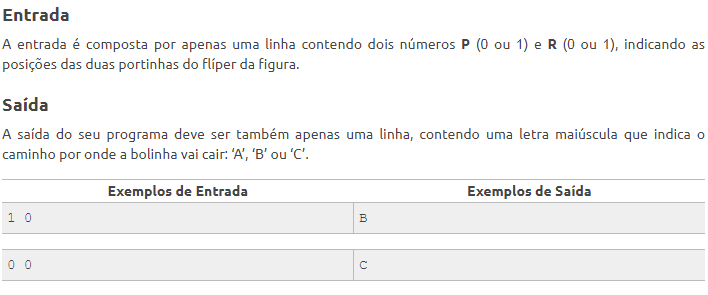
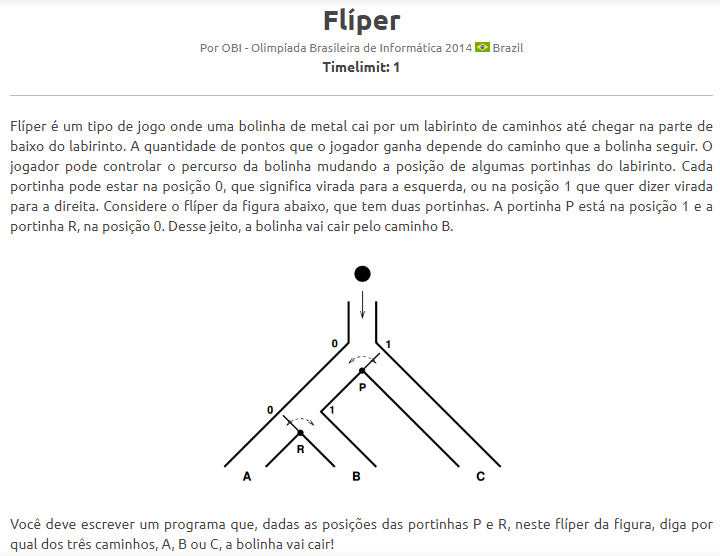
Aula 27/03/2023

Lista de Exercícios 05

Revisão IF, FOR, WHILE

1. 
2. 
3. 
4. 
5. 
6. 
7. 
8. 
9. 
10. 
11. 
12. 
13. 
14. 
15. 
16. Faça a implementação do jogo pedra-papel-tesoura. O jogo deve imprimir vitória, empate ou derrota conforme a opção que os jogadores escolherem.
    1. Obs: pedra ganha de tesoura, que ganha de papel, que ganha de pedra
    2. Perguntar ao usuário se ele deseja continuar jogando
17. Faça um algoritmo que ordene 3 números inteiros, lidos do teclado. Você deve desenvolver a lógica, não utilizar função de ordenação.