**Class**

**//declare a map to store a winning move (key) to a losing move (value)**

**//static**

**//map key ‘R’ to value ‘S’**

**//map key ‘P’ to value ‘R’**

**//map key ‘S’ to value ‘P’**

**Main(String args)**

//open scanner

//define regex to verify the user input

//declare the variables isDead, isValid, line, and error

//while isDead is false

//read the line and remove extra spaces.

//if program should terminate ('Q' was the first character)

//exit program

//create array of games by splitting all whitespace characters

//for String s in games

//check number of characters

//set isValid to false

//set the error string to the cause

//check length

//set isValid to false

//set the error string to the cause

//check characters

//set isValid to false

//set the error string to the cause

//if the game is still valid

//for String s in games

//determine the winner through getWinner(game)

//if either player has 2 points.

//end the game and print the winner.

//if the end of the line is reached and neither player has 2 points

//if a player has more points than the other

//print the winner and end the game.

//else print ‘draw’ and end the game.

**getWinner(String game)**

//define variables of the two characters input in game

//set the variables to uppercase

//if player 1 and player 2 played the same move

//return 0 for draw

//if player 2 played the move mapped to the key of player 1’s move

//return 1 for player 1 winning

//else return 2 for player 2 winning