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 */

package assignment2;

import java.util.Scanner;
import java.util.Random;
public class Rock_Paper_Sissors {

    public static void main(String[] args)
    {
        int n;
        Scanner keyboard = new Scanner(System.in);
        do{ // loop that runs until the user asks the computer to stop
            n=0;
            int computer=0;
            int user=0; // creating some reference variables to compare data
            System.out.println("Hello to the Game of Rock Paper Sissors");
            for(int i=0;i<3;i++)// loop that runs at most 3 times
            {
                String computer_input2="";
                System.out.println("\nEnter one of Rock, Paper or
Sissors");

                String user_input = keyboard.next().toUpperCase(); // takes
and converts user input to upper case
                Random r = new Random();
                int computer_input1=r.nextInt(3);// creates a random value
from 0 to 3

                switch(computer_input1)// assigns one of rock, paper or
sissors for the random generated value
                {
                    case (0):
                        computer_input2="ROCK";
                        break;
                    case (1):
                        computer_input2="PAPER";
                        break;
                    case (2):
                        computer_input2="SISSORS";
                        break;
                }

                if (user_input.equals(computer_input2))// executes if both
user and computer inputs are same
                {
                    System.out.println("Draw");
                    System.out.println("Computer=
"+computer+"You="+user);
                }

                else
                if((computer_input2.equals("ROCK")&&user_input.equals("PAPER"))||
(computer_input2.equals("PAPER")&&user_input.equals("SISSORS"))||
(computer_input2.equals("SISSORS")&&user_input.equals("ROCK")))
                {
                    // Executes in a condition where the value entered by user
beats computer generated value

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        System.out.println("You Win");
        user++; // counts no of time user wins
        System.out.println("Computer= "+computer+"\n");
tYou="+user);
    }
    else
    {
        System.out.println("Computer Wins");
        computer++; // counts no of time computer wins
        System.out.println("Computer= "+computer+"\n");
tYou="+user);

    }

    System.out.println("\nComputer Selected \n");
n"+computer_input2);
        if (user==2) // executes to run best of 3 simulation
        { // if any of the player wins 2 matches then the loop can
be breaked as the player clearly wins
            break;
        }
        else if (computer==2)
        {
            break;
        }
    }

    if (user > computer) // checks who has highest win among both
players
    {
        System.out.println("Horray!!! YOU WON \n");
    }
    else if (user < computer)
    {
        System.out.println("Sorry COMPUTER WON \n");
    }
    else // if both have no winning outcome then the match clearly
ended in a draw
        System.out.println("The match ended in a draw \n");

        System.out.println("Do you want to play one more round?(YES/No) \n");
// asks user if they want to continue
        String again = keyboard.next().toUpperCase();
        if (again.equals("YES"))
            n=1;

        }while(n==1); // new game executes if user chooses to play again
    }
}

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