

### Exercise 1

- Ask user to choose either rock, paper, or scissors and save choice as a variable using input
- Use Random to get a random int from 0-2, which will represent the options by using the corresponding choice in an array with all the choices
- Print out what the player and computer chose
- Call a method that will check to see the only 3 ways that the player can win. Also check to see if the player and computer choice matches for a tie. If it does not go in any one of those statements, it means that the computer won.

### Exercise 3

- Create for loop for both players
- Ask for player name
- Ask for how many times he or she played rock paper scissors
- Ask for how many times he or she won the game
- Ask for how many moves it took per game and add them all up
- Divide won number by total number to get decimal stats
- See which player has a higher number stats
- If it is the exact same, check to see which player used less moves

### Exercise 4

- Give instructions on how to play
- Ask for both player names
- Create a while loop that will end if someones score reaches more than 100
- Call a method that has another loop in it for someone to roll a dice, print out dice roll score, and ask if the player wants to roll again