#include <iostream>

#include <cstdlib>

#include <ctime>

#define ROCK 1

#define PAPER 2

#define SCISSORS 3

using namespace std;

int main()

{

srand((unsigned int) time(NULL));

int player\_throw = 0;

int ai\_throw = 0;

bool draw = false;

do

{

cout << "Select your throw." << endl;

cout << "1) Rock" << endl;

cout << "2) Paper" << endl;

cout << "3) Scissors" << endl;

cout << "Selection: ";

cin >> player\_throw;

cout << endl;

ai\_throw = (rand() % 3) + 1;

if (ai\_throw == ROCK)

{

cout << "AI throws ROCK." << endl;

}

else if (ai\_throw == PAPER)

{

cout << "AI throws PAPER." << endl;

}

else if (ai\_throw == SCISSORS)

{

cout << "AI throws SCISSORS." << endl;

}

draw = false;

if (player\_throw == ai\_throw)

{

draw = true;

cout << "Draw! Play again!" << endl;

}

else if (player\_throw == ROCK && ai\_throw == SCISSORS)

{

cout << "ROCK beats SCISSORS! YOU WIN." << endl;

}

else if (player\_throw == ROCK && ai\_throw == PAPER)

{

cout << "PAPER beats ROCK! YOU LOSE." << endl;

}

else if (player\_throw == PAPER && ai\_throw == ROCK)

{

cout << "PAPER beats ROCK! YOU WIN." << endl;

}

else if (player\_throw == PAPER && ai\_throw == SCISSORS)

{

cout << "SCISSORS beats PAPER! YOU LOSE." << endl;

}

else if (player\_throw == SCISSORS && ai\_throw == PAPER)

{

cout << "SCISSORS beats PAPER! YOU WIN." << endl;

}

else if (player\_throw == SCISSORS && ai\_throw == ROCK)

{

cout << "ROCK beats SCISSORS! YOU LOSE." << endl;

}

cout << endl;

} while (draw);

return 0;

}