```c
// C program for the above approach
#include <math.h>
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

// Function to implement the game
int game(char you, char computer)
{
// If both the user and computer
// has chose the same thing
if (you == computer)
return -1;

// If user's choice is stone and
// computer's choice is paper
if (you == 's' && computer == 'p')
return 0;

// If user's choice is paper and
```

```cpp
// computer's choice is stone
else if (you == 'p' && computer == 's') return 1;


// If user's choice is stone and
// computer's choice is scissor
if (you == 's' && computer == 'z')
return 1;


// If user's choice is scissor and
// computer's choice is stone
else if (you == 'z' && computer == 's')
return 0;


// If user's choice is paper and
// computer's choice is scissor
if (you == 'p' && computer == 'z')
return 0;


// If user's choice is scissor and
// computer's choice is paper
```

```c
    else if (you == 'z' && computer == 'p')
        return 1;
}

// Driver Code
int main()
{
    // Stores the random number
    int n;

    char you, computer, result;

    // Chooses the random number
    // every time
    srand(time(NULL));

    // Make the random number less
    // than 100, divided it by 100
    n = rand() % 100;
```

```c
// Using simple probability 100 is
// roughly divided among stone,
// paper, and scissor
if (n < 33)

// s is denoting Stone
computer = 's';

else if (n > 33 && n < 66)

// p is denoting Paper
computer = 'p';

// z is denoting Scissor
else
computer = 'z';

printf("\n\n\n\n\t\t\t\tEnter s for STONE, p for PAPER and z for SCISSOR\n\t\t\t\t\t\t\t");
```

```c
// input from the user
scanf("%c", &you);

// Function Call to play the game
result = game(you, computer);

if (result == -1) {
printf("\n\n\t\t\t\tGame Draw!\n");
}
else if (result == 1) {
printf("\n\n\t\t\t\tWow! You have won the game!\n");
}
else {
printf("\n\n\t\t\t\tOh! You have lost the game!\n");
}
printf("\t\t\t\tYOu choose : %c and Computer choose : %c\n",you, computer);

return 0;
}
```