

Lab Goal : The lab was designed to teach you how to use &&, ||, and !.

Lab Description : Generate a random choice for the computer player. Next, the person player will make a choice. Finally, you take the two choices and see which one of the players is the winner. You will need to use `Math.random()`.

Sample Data :

random – see below

Sample Output :

```
Rock-Paper-Scissors - pick your weapon[R,P,S]:: R
player had R
computer had P
!Computer wins <<Paper Covers Rock>>!
```

Do you want to play again? y

```
Rock-Paper-Scissors - pick your weapon[R,P,S]:: R
player had R
computer had P
!Computer wins <<Paper Covers Rock>>!
```

Do you want to play again? y

```
Rock-Paper-Scissors - pick your weapon[R,P,S]:: R
player had R
computer had S
!Player wins <<Rock Breaks Scissors>>!
```

Do you want to play again? y

```
Rock-Paper-Scissors - pick your weapon[R,P,S]:: R
player had R
computer had R
!Draw Game!
```

Do you want to play again? y

```
Rock-Paper-Scissors - pick your weapon[R,P,S]:: R
player had R
computer had S
!Player wins <<Rock Breaks Scissors>>!
```

Do you want to play again? y

```
Rock-Paper-Scissors - pick your weapon[R,P,S]:: P
player had P
computer had S
!Computer wins <<Scissors Cuts Paper>>!
```

Do you want to play again? n

Files Needed ::

`RockPaperScissors.java`
`Lab10d.java`

setPlayers method

```
assign person player
int num = random number 0, 1, or 2
switch case
    0 - computer = "rock"
    1 - computer = "paper"
    2 - computer = "scissors"
```