#include <stdio.h>

#include <stdlib.h>

#include <time.h>

int generateRandomNumber(int n)

{

srand(time(NULL));

return rand() % n;

}

int greater(char c1, char c2)

{

if (c1 == c2)

{

return -1;

}

else if (c1 == 'r' && c2 == 's')

{

return 1;

}

else if (c2 == 'r' && c1 == 's')

{

return 0;

}

else if (c1 == 'p' && c2 == 'r')

{

return 1;

}

else if (c2 == 'p' && c1 == 'r')

{

return 0;

}

else if (c1 == 's' && c2 == 'p')

{

return 1;

}

else if (c2 == 's' && c1 == 'p')

{

return 0;

}

}

int main()

{

int playerScore = 0, compScore = 0, temp;

char playerChar, compChar;

char dict[] = {'r', 'p', 's'};

printf("\tWelcome to the Rock Paper Scissors\n");

printf("\t----------------------------------\n\n");

for (int i = 0; i < 3; i++)

{

// Take player input

printf("Press 1 for Rock, Press 2 for Paper, Press 3 for Scissors\n\n");

printf("\tPlayer's turn: ");

scanf("%d", &temp);

getchar();

playerChar = dict[temp - 1];

printf(" -----------------\n");

printf("| You choose: %c |\n", playerChar);

printf(" -----------------\n\n");

printf("Press 1 for Rock, Press 2 for Paper, Press 3 for Scissors\n\n");

printf("\tComputer's turn\n");

temp = generateRandomNumber(3) + 1;

compChar = dict[temp - 1];

printf(" --------------------\n");

printf("| Computer choose: %c |\n", compChar);

printf(" --------------------\n\n");

// compater character and increment the score

if (greater(compChar, playerChar) == 1)

{

compScore++;

printf("\t\tComputer Got It!\n\n");

}

else if (greater(compChar, playerChar) == -1)

{

compScore++;

playerScore++;

printf("\t\tIt's a draw. Both got 1 point!\n\n");

}

else

{

playerScore++;

printf("\t\tYou Got It!\n\n");

}

printf(" -------------\n");

printf("| You: %d |\n", playerScore);

printf("| Computer: %d |\n", compScore);

printf(" -------------\n\n");

printf("===========================================================\n\n");

}

printf(" -----------------\n");

printf("| Final Score |\n");

printf(" -----------------\n");

printf("| You | Computer |\n");

printf("|------|----------|\n");

printf("| %d | %d |\n", playerScore, compScore);

printf(" -----------------\n\n");

if (playerScore > compScore)

{

printf("\n\t -------------------\n");

printf("\t| You Win the match |\n");

printf("\t -------------------\n");

}

else if (playerScore < compScore)

{

printf("\n\t ------------------------\n");

printf("\t| Computer Win the match |\n");

printf("\t ------------------------\n");

}

else

{

printf("\n\t -------------\n");

printf("\t| It's a draw |\n");

printf("\t -------------\n");

}

return 0;

}