console.log("ROCK PAPER SCISSORS CODING BY Shahzaib (Shan)");

//need to declare variables and functipn for this game

const getUserChoice = (userInput) => {

  if (typeof userInput === "string") {

    userInput = userInput.toLowerCase();

    //using if and and operator

    if (

      userInput === "rock" ||

      userInput === "paper" ||

      userInput === "scissors"

    ) {

      return userInput

    }

    // print error statement

    else {

      return "it is an error";

    }

  }

};

//const check = getUserChoice("scissor");

//console.log(check);

// i have to defince this fuction to get number

const getComputerChoice = () => {

  const randomNumber = Math.floor(Math.random() \* 3);

  if (randomNumber === 0) return "rock";

  else if (randomNumber === 1) return "paper";

  else return "scissors";

};

//let result = getComputerChoice();

//console.log(result);

//

//we have to find a winner need to compare I will use if and else

const determineWinner = (userChoice, computerChoice) => {

  if (userChoice === "error") return "It is an error";

  if (userChoice === computerChoice) return "The game was a tie!";

  // Check if user wins

  if (

    (userChoice === "rock" && computerChoice === "scissors") ||

    (userChoice === "paper" && computerChoice === "rock") ||

    (userChoice === "scissors" && computerChoice === "paper") ||

    userChoice === "bomb"

  ) {

    return "You won!";

  }

  // Otherwise, computer wins

  return "The computer won!";

};

const playGame = () => {

const userChoice = getUserChoice("rock"); // You can change this to get input from the user

  const computerChoice = getComputerChoice();

  if (userChoice === "error") {

    console.log("It is an error");

  } else {

    console.log(`You choose: ${userChoice}`);

    console.log(`The computer choose: ${computerChoice}`);

    console.log(determineWinner(userChoice, computerChoice));

  }

};

playGame();