```
// ****** STONE,PAPER,SCISSOR GAME ********
#include <iostream>
#include <cstdlib>
#include <ctime>
using namespace std;
int main()
  int a,b;
 while(1)
  cout << "\n";
  cout << "****** LET'S PLAY STONE, PAPER, SCISSOR ******* \n";
  cout <<"\n";
  cout << "Please press one of the key of which discription is given below\n";
  cout << "Press '0' if you want to choose paper\n";
  cout << "Press '1' if you want to choose rock\n";
  cout << "Press '2' if you want to choose scissors\n";
  cout << "Press '3' if you want to exit \n";
  cin >> a;
  cout << "\n";
  cout << "rock ! paper ! scissors !.....\n";</pre>
  b = rand()%3;
  cout << "Computer's choice is :\n";
  switch (b)
    case 0:
      cout << "##### PAPER #####\n";
      break;
    }
    case 1:
      cout << "##### ROCK #####\n";
```

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break;
  }
  case 2:
    cout << "##### SCISSORS #####\n";
    break;
  }
}
cout << "User's choice is :\n";
switch (a)
{
  case 0:
    cout << "##### PAPER ####\n";
    break;
  }
  case 1:
    cout << "##### ROCK #####\n";
    break;
  }
  case 2:
    cout << "##### SCISSORS #####\n";
    break;
  }
  case 3:
    cout << "##### USER WANT TO EXIT #####\n";
    goto end;
    break;
  }
}
 cout << "\n";
```

```
if (a == 0 && b == 1)
  cout << "******USER WINS******\n";
}
else if(a == 0 \&\& b == 0)
  cout << "******DRAWS******\n";
else if(a == 0 \&\& b == 2)
  cout << "******COMPUTER WINS******\n";
else if(a ==1 && b == 0)
  cout << "******COMPUTER WINS******\n";
else if (a == 1 && b == 1)
  cout << "*****DRAWS******\n";
else if (a == 1 \&\& b == 2)
  cout << "******USER WINS*****\n";
else if (a == 2 && b == 0)
  cout << "******USER WINS******\n";
}
else if(a == 2 && b == 1)
  cout << "******COMPUTER WINS*****\n";
else if(a == 2 && b == 2)
  cout << "*****DRAWS******\n";
```

```
cout << "\n";
 NEXT
                                           TURN
####################n";
}
end:
return 0;
}
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```

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