ASSIGNMENT 4

Create ROCK,PAPER AND SCISSOR game in which the user will be asked to make choice and  
according to the choice of user and computer and then the  
result will be displayed along with the choices of both computer  
and user.  
Note: This random number will decide the choice of computer  
as:  
• If the number is between 0-33 then the choice will be  
Stone.  
• If the number is between 33-66 then the choice will be  
Paper.  
• If the number is between 66-100 then the choice will be  
Scissors.

**CODE-**

// ROCK PAPER SCISSOR GAME

#include <stdio.h>

int main()

{

int n;

char x;

printf("Enter your choice-\nr for rock\np for paper\ns for scissor\n");

scanf("%c",&x);

printf("Enter a random no. between 0-100\n");

scanf("%d",&n);

if (n < 0 || n >= 100) {

printf("Enter a valid number between 0 and 100.\n");

return 0;

}

if(x=='r')

{if (n>=0 && n<33)

{printf("Computer chose rock\nNobody wins"); }

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

{printf("Computer chose paper\nComputer wins"); }

else

{printf("Computer chose scissor\nUser wins"); }}

else if(x=='p')

{if (n>=0 && n<33)

{printf("Computer chose rock\nUser wins"); }

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

{printf("Computer chose paper\nNobody wins"); }

else

{printf("Computer chose scissor\nComputer wins"); }}

else if(x=='s')

{if (n>=0 && n<33)

{printf("Computer chose rock\nComputer wins"); }

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

{printf("Computer chose paper\nUser wins"); }

else

{printf("Computer chose scissor\nNobody wins"); }}

else

{printf("Invalid choice"); }

return 0;

}

**OUTPUT-**

A screenshot of a computer

Description automatically generated

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Description automatically generated

A screenshot of a computer

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A screenshot of a computer

Description automatically generated