# ASSIGNMENT 4{FOCP}

## Rock, Paper, Scissor

#include <stdio.h>

#include <stdlib.h>

#include <time.h>

#include <string.h>

#include <ctype.h>

int main() {

srand(time(0));

char \*aiChoice;

char plrChoice[15];

int random = rand() % 101;

if (random < 33)

aiChoice = "Rock";

else if (random < 66)

aiChoice = "Paper";

else

aiChoice = "Scissor";

printf("Computer chose: %s\n", aiChoice);

printf("Let's Play Rock, Paper, Scissor:\n");

printf("Type Rock, Paper, or Scissor: ");

scanf("%s", plrChoice);

strlwr(plrChoice);

if (strcmp(plrChoice, "rock") == 0) {

if (strcmp(aiChoice, "Paper") == 0) {

printf("\nYou Lost! AI chose Paper!!!\n");

}

else if (strcmp(aiChoice, "Scissor") == 0) {

printf("\nYou Won!! AI chose Scissor!!!\n");

}

else {

printf("\nIt's a Tie! You both chose Rock!!!\n");

}

}

else if (strcmp(plrChoice, "paper") == 0) {

if (strcmp(aiChoice, "Scissor") == 0) {

printf("\nYou Lost! AI chose Scissor!!!\n");

}

else if (strcmp(aiChoice, "Rock") == 0) {

printf("\nYou Won!! AI chose Rock!!!\n");

}

else {

printf("\nIt's a Tie! You both chose Paper!!!\n");

}

}

else if (strcmp(plrChoice, "scissor") == 0) {

if (strcmp(aiChoice, "Rock") == 0){

printf("\nYou Lost! AI chose Rock!!!\n");

}

else if (strcmp(aiChoice, "Paper") == 0){

printf("\nYou Won!! AI chose Paper!!!\n");

}

else {

printf("\nIt's a Tie! You both chose Scissor!!!\n");

}

}

else {

printf("\nInvalid input. Please type Rock, Paper, or

Scissor.\n");

}

return 0;

}

The game works as follows:

* The player chooses between **Rock**, **Paper**, or **Scissors**.
* The computer randomly chooses one of these options.
* The winner is determined based on the classic rules:
  + Rock beats Scissors
  + Scissors beats Paper
  + Paper beats Rock