#include <stdio.h>

int main() {

char ch1,ch2;

printf("we are playing rock,paper,scissor game:\npress r for rock\ns for scissor\np for paper\n");

printf("Turn of player 1:");

scanf(" %c",&ch1);

printf("Turn of player 2:");

scanf(" %c",&ch2);

if(ch1 == 'r' && ch2 == 'p'){

printf("paper wins!\n");

printf("player 2 WON");}

else if(ch1 == 'r' && ch2 == 's'){

printf("rock wins!\n");

printf("player 1 WON");}

else if(ch1 == 'p' && ch2 == 'r'){

printf("paper wins!\n");

printf("player 1 WON");}

else if(ch1 == 'p'&& ch2 == 's'){

printf("scissor wins!\n");

printf("player 2 WON");}

else if(ch1 == 's'&& ch2 == 'p'){

printf("scissor wins!\n");

printf("player 1 WON");}

else if(ch1 == 's' && ch2 == 'r'){

printf("rock wins!\n");

printf("player 2 WON");}

else if(ch1 == ch2){

printf("IT'S A TIE\nplay again!");}

else

printf("enter a valid choice");

return 0;

}