#include <iostream>

#include <string>

#include <cstdlib>

#include <ctime>

using namespace std;

void displayInstructions() {

cout << "Welcome to Rock, Paper, Scissors!" << endl;

cout << "Here are the rules:" << endl;

cout << " - Rock crushes Scissors" << endl;

cout << " - Scissors cuts Paper" << endl;

cout << " - Paper covers Rock" << endl;

cout << "If both choices are the same, it's a tie." << endl;

}

string determineWinner(string userChoice, string computerChoice) {

if (userChoice == computerChoice) {

return "It's a tie!";

} else if ((userChoice == "rock" && computerChoice == "scissors") ||

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

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

return "You win!";

} else {

return "Computer wins!";

}

}

string getComputerChoice() {

srand(time(0));

int randomChoice = rand() % 3;

switch (randomChoice) {

case 0: return "rock";

case 1: return "paper";

case 2: return "scissors";

default: return "rock"; // default case

}

}

int main() {

string userChoice;

char playAgain;

displayInstructions();

do {

cout << "Enter your choice (rock, paper, or scissors): ";

cin >> userChoice;

for (auto &c : userChoice) c = tolower(c);

string computerChoice = getComputerChoice();

cout << "You chose: " << userChoice << endl;

cout << "Computer chose: " << computerChoice << endl;

string result = determineWinner(userChoice, computerChoice);

cout << result << endl;

cout << "Do you want to play again? (y/n): ";

cin >> playAgain;

} while (playAgain == 'y' || playAgain == 'Y');

cout << "Thanks for playing!" << endl;

return 0;

}

