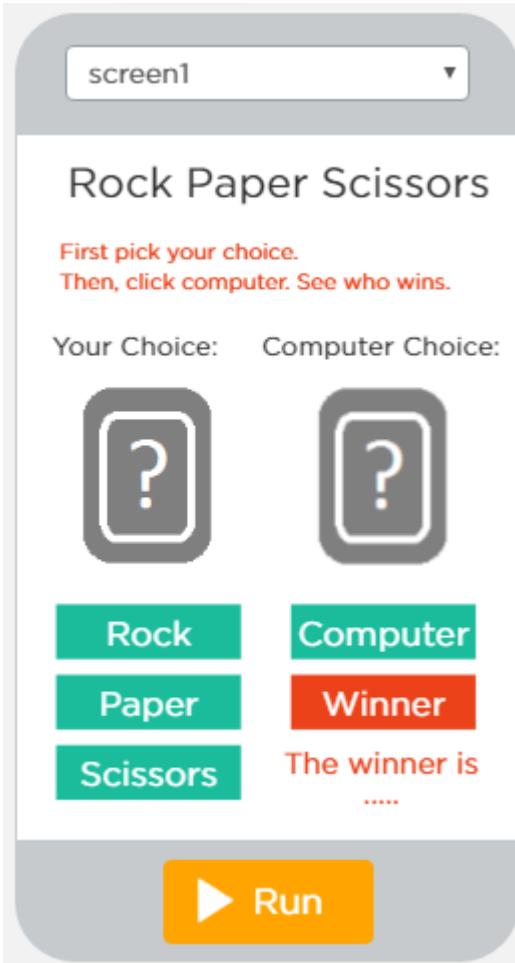


B3 RPS

Make this screen:



Declare two variables outside all blocks. These will track the user's choice (me) and the computer's choice (computer).

```
var me = "none";
var computer = "none";
```

In the Rock button, the user's picture needs to change to rock AND the user's choice variable (me) needs to change too.

```
onEvent("rock", "click", function(event) {
  setImageURL("myPic", "rock.png");
  me = "rock";
});
```

Make the paper and the scissors button in a similar way.

Inside the computer choice button's onEvent code, create a random number between 1-3.

```
var rand = randomNumber(1, 3);
```

Then, depending on the random number, show a rock, paper or scissors picture AND change the computer's choice variable (computer) to match.

```
if (rand == 1) {
    setImageURL("compPic", "rock.png");
    computer = "rock";
} else if ((rand == 2)) {
    setImageURL("compPic", "paper.png");
    computer = "paper";
} else {
    setImageURL("compPic", "scissors.png");
    computer = "scissors";
}
```

Inside the Winner button, you need to compare the me and computer variables to see who won. Then print the right message on the screen.

```
onEvent("findWinner", "click", function(event) {
    if (me == "rock" && computer == "rock") {
        setText("winner", "Tie.");
    } else if (me == "rock" && computer == "scissors") {
        setText("winner", "You win!");
    } else if (me == "rock" && computer == "paper") {
        setText("winner", "Computer wins.");
    }
})
```

This code only works if me is “rock”. Add more else if clauses for “scissors” and “paper”. There will be 9 if clauses when you are done.

(Actually, if you are clever, you can reduce this to 7 clauses – put all the ties together – me==computer).

Play the game.

Bonus:

- It is pretty easy to cheat. Make it so that you can't. (I'd recommend removing the winner button and moving its code to the computer button as a start).
- Make it so that the App keeps score.