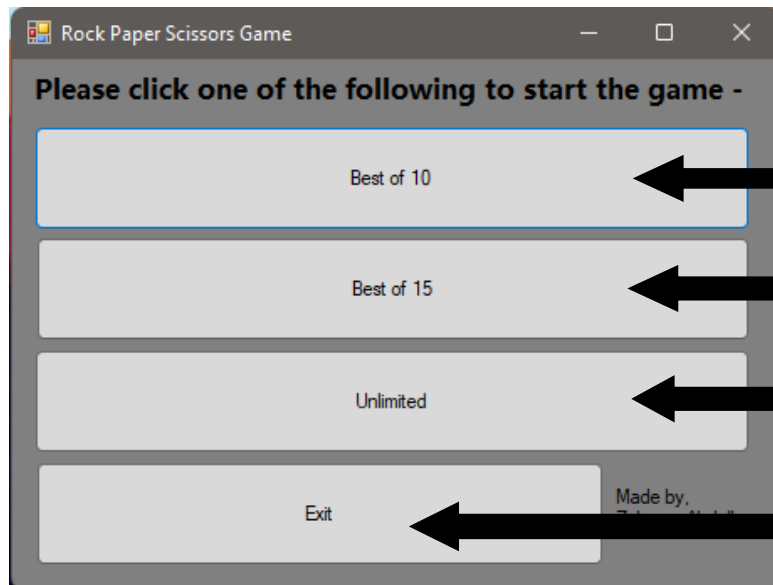


## User Interface Design

### Menu Screen



### Interactions

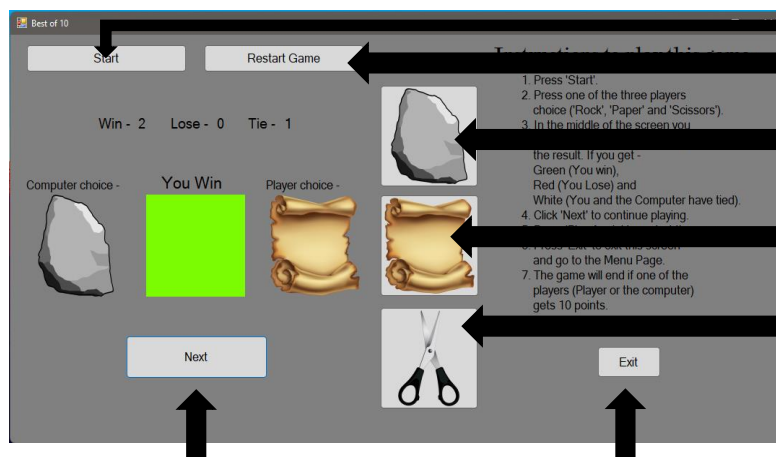
**Best Of 10 Button** – Allows user to play the game for 10 chances.

**Best Of 15 Button** – Allows user to play the game for 15 chances.

**Unlimited Button** – Allows user to play the game for unlimited chances until user presses exit.

**Exit Button** – Allows user to exit the game.

### Best of 10 Screen



**Start Button** – Allows user to exit the game.

**Restart Game Button** – Allows user to exit the game.

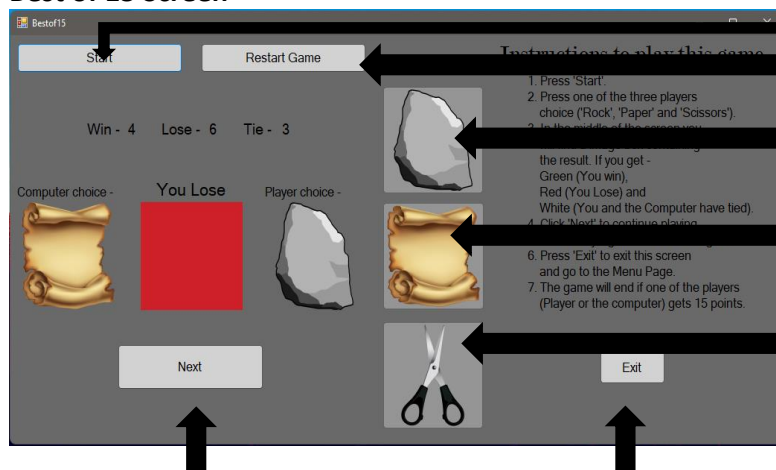
**Rock Button** – Allows user to click Rock.

**Paper Button** – Allows user to click Paper.

**Scissors Button** – Allows user to click Scissors.

**Next Button** – Allows user to continue the game. **Exit Button** – Allows user to exit the page to the menu page.

### Best of 15 Screen



### Interactions

**Start Button** – Allows user to exit the game

**Restart Game Button** – Allows user to exit the game.

**Rock Button** – Allows user to click Rock.

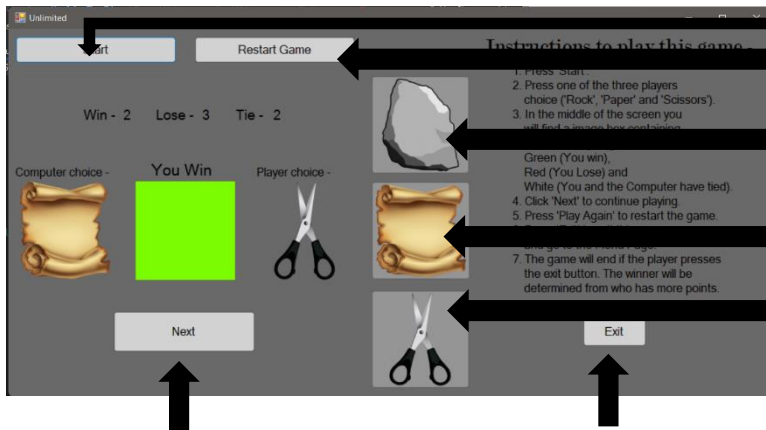
**Paper Button** – Allows user to click Paper

**Scissors Button** – Allows user to click Scissors.

**Next Button** – Allows user to continue the game. **Exit Button** – Allows user to exit the page to the menu page.

## Unlimited Screen

## Interactions



**Start Button** – Allows user to exit the game.

**Restart Game Button** – Allows user to exit the game.

**Rock Button** – Allows user to click Rock.

**Paper Button** – Allows user to click Paper.

**Scissors Button** – Allows user to click Scissors.

**Next Button** – Allows user to continue the game. **Exit Button** – Allows user to exit the page to the menu page.

## Win Screen

## Interactions



**Back to Menu Button** – Allows user to go back to menu after the game.

## Lose Screen

## Interactions



**Back to Menu Button** – Allows user to go back to menu after the game.

## Code Listing:

### Menu page –

```
Public Class RPSMenue

    Private Sub Bof10btn_Click(sender As Object, e As EventArgs) Handles Bof10btn.Click

        Me.Hide() 'Hides Itself
        Bestof10.Show() 'Shows Bestof10 forms

    End Sub

    Private Sub Bof15btn_Click(sender As Object, e As EventArgs) Handles Bof15btn.Click

        Me.Hide() 'Hides Itself
        Bestof15.Show() 'Shows Bestof15 forms

    End Sub

    Private Sub Unlimbbtn_Click(sender As Object, e As EventArgs) Handles Unlimbbtn.Click

        Me.Hide() 'Hides Itself
        Unlimited.Show() 'Shows Unlimited forms

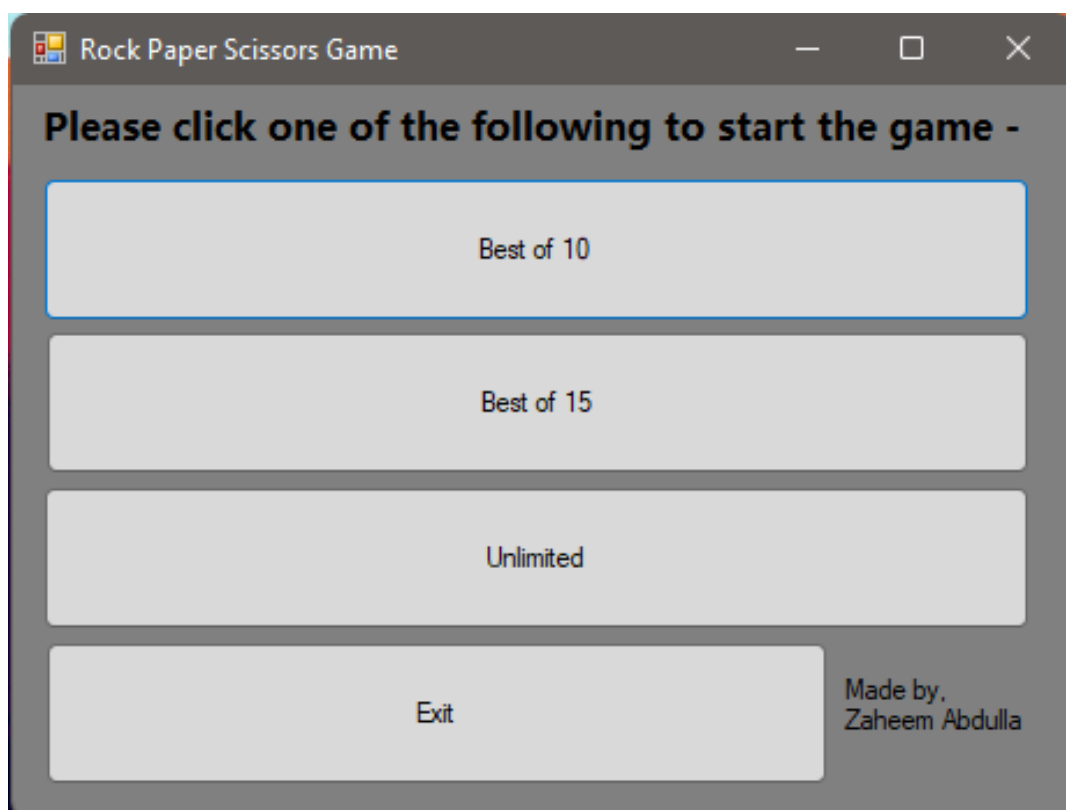
    End Sub

    Private Sub Exitbbtn_Click(sender As Object, e As EventArgs) Handles Exitbbtn.Click

        Me.Close() 'Closes Itself

    End Sub
End Class
```

### Output-



## Best of 10 page-

```
Public Class Bestof10

    Dim i As Integer 'Declares variable i as integer
    Dim winscore As Integer = 0 'Declares variable winscore as integer = 0
    Dim losescore As Integer = 0 'Declares variable losescore as integer = 0
    Dim tiescore As Integer = 0 'Declares variable tiescore as integer = 0

    Function generatedNumber() As Integer

        Dim computernum As New Random() 'Declaring variable computernum as a random digit
        Dim i As Integer = computernum.Next(3) + 1 'Declareing variable i as a random digit
(1, 2, 3)
        Return i 'Returning i

    End Function

    Private Sub Bestof10_Load(sender As Object, e As EventArgs) Handles MyBase.Load

        Restartbtn.Visible = False 'Setting visibility to none
        RockDisp.Visible = False 'Setting visibility to none
        PaperDisp.Visible = False 'Setting visibility to none
        ScissorsDisp.Visible = False 'Setting visibility to none
        Nextbtn.Visible = False 'Setting visibility to none
        CompSelctDisp.Visible = False 'Setting visibility to none
        WinDisp.Visible = False 'Setting visibility to none
        WinorLoseDisp.Visible = False 'Setting visibility to none
        WinorLoses.Visible = False 'Setting visibility to none
        Winscr.Visible = False 'Setting visibility to none
        LoseDisp.Visible = False 'Setting visibility to none
        Losescri.Visible = False 'Setting visibility to none
        TieDisp.Visible = False 'Setting visibility to none
        Tiescri.Visible = False 'Setting visibility to none
        playerchoicelbl.Visible = False 'Setting visibility to none
        Computerchoicelbl.Visible = False 'Setting visibility to none

    End Sub

    Private Sub Startbtn_Click(sender As Object, e As EventArgs) Handles Startbtn.Click

        Restartbtn.Visible = True 'Setting visibility to visible
        RockDisp.Visible = True 'Setting visibility to visible
        PaperDisp.Visible = True 'Setting visibility to visible
        ScissorsDisp.Visible = True 'Setting visibility to visible
        Nextbtn.Visible = True 'Setting visibility to visible
        CompSelctDisp.Visible = True 'Setting visibility to visible
        WinDisp.Visible = True 'Setting visibility to visible
        WinorLoseDisp.Visible = True 'Setting visibility to visible
        WinorLoses.Visible = True 'Setting visibility to visible
        Winscr.Visible = True 'Setting visibility to visible
        LoseDisp.Visible = True 'Setting visibility to visible
        Losescri.Visible = True 'Setting visibility to visible
        TieDisp.Visible = True 'Setting visibility to visible
        Tiescri.Visible = True 'Setting visibility to visible
        playerchoicelbl.Visible = True 'Setting visibility to visible
        Computerchoicelbl.Visible = True 'Setting visibility to visible

    End Sub

    Private Sub Nextbtn_Click(sender As Object, e As EventArgs) Handles Nextbtn.Click

        RockDisp.Enabled = True 'Allows interactions between the button and the player
        PaperDisp.Enabled = True 'Allows interactions between the button and the player
        ScissorsDisp.Enabled = True 'Allows interactions between the button and the player
```

End Sub

```
Private Sub Restartbttb_Click(sender As Object, e As EventArgs) Handles Restartbttb.Click
```

```
    winscore = 0 'initialiseing the valiable to 0  
    losescore = 0 'initialiseing the valiable to 0  
    tiescore = 0 'initialiseing the valiable to 0
```

```
    LoseDisp.Text = losescore  
    WinDisp.Text = winscore  
    TieDisp.Text = tiescore
```

End Sub

```
Private Sub RockDisp_Click(sender As Object, e As EventArgs) Handles RockDisp.Click
```

```
    Dim i As Integer = generatedNumber()
```

```
    PlayerspickDisp.Image = My.Resources.Rock
```

```
    If i = 1 Then
```

```
        WinorLoseDisp.Image = My.Resources.White_Color  
        CompSelctDisp.Image = My.Resources.Rock  
        tiescore += 1 'gets incremented by 1  
        WinorLoses.Text = ("Its a Tie")
```

```
    ElseIf i = 2 Then
```

```
        WinorLoseDisp.Image = My.Resources.Red_Color  
        CompSelctDisp.Image = My.Resources.Paper  
        losescore += 1 'gets incremented by 1  
        WinorLoses.Text = ("You Lose")
```

```
    ElseIf i = 3 Then
```

```
        WinorLoseDisp.Image = My.Resources.Green_Color  
        CompSelctDisp.Image = My.Resources.Scissors  
        winscore += 1 'gets incremented by 1  
        WinorLoses.Text = ("You Win")
```

```
    End If
```

```
    RockDisp.Enabled = False 'Does not allows interactions between the button and the  
player
```

```
    PaperDisp.Enabled = False 'Does not allows interactions between the button and the  
player
```

```
    ScissorsDisp.Enabled = False 'Does not allows interactions between the button and the  
player
```

```
    LoseDisp.Text = losescore  
    WinDisp.Text = winscore  
    TieDisp.Text = tiescore
```

```
    Dim t As Integer = losescore + winscore + tiescore 'Adds all the score
```

```
    If t = 10 Then 'checks is the total no. of trys is 10
```

```
        If Val(LoseDisp.Text) > Val(WinDisp.Text) Then
```

```
            Me.Close() 'Closes Itself  
            Lose.Show() 'Shows Lose forms
```

```
        ElseIf Val(LoseDisp.Text) < Val(WinDisp.Text) Then
```

```
            Me.Close() 'Closes Itself
```

```
        Win.Show() 'Shows Win forms

    End If

End If

End Sub

Private Sub PaperDisp_Click(sender As Object, e As EventArgs) Handles PaperDisp.Click

    Dim i As Integer = generatedNumber()

    PlayerspickDisp.Image = My.Resources.Paper

    If i = 1 Then

        WinorLoseDisp.Image = My.Resources.Green_Color
        CompSelctDisp.Image = My.Resources.Rock
        winscore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Win")

    ElseIf i = 2 Then

        WinorLoseDisp.Image = My.Resources.White_Color
        CompSelctDisp.Image = My.Resources.Paper
        tiescore += 1 'gets incremented by 1
        WinorLoses.Text = ("Its a Tie")

    ElseIf i = 3 Then

        WinorLoseDisp.Image = My.Resources.Red_Color
        CompSelctDisp.Image = My.Resources.Scissors
        losescore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Lose")

    End If

    RockDisp.Enabled = False 'Does not allows interactions between the button and the
player
    PaperDisp.Enabled = False 'Does not allows interactions between the button and the
player
    ScissorsDisp.Enabled = False 'Does not allows interactions between the button and the
player
    LoseDisp.Text = losescore
    WinDisp.Text = winscore
    TieDisp.Text = tiescore

    Dim t As Integer = losescore + winscore + tiescore 'Adds all the score

    If t = 10 Then 'checks is the total no. of trys is 10

        If Val(LoseDisp.Text) > Val(WinDisp.Text) Then

            Me.Close() 'Closes Itself
            Lose.Show() 'Shows Lose forms

        ElseIf Val(LoseDisp.Text) < Val(WinDisp.Text) Then

            Me.Close() 'Closes Itself
            Win.Show() 'Shows Win forms

        End If

    End If

End Sub
```

```
Private Sub ScissorsDisp_Click(sender As Object, e As EventArgs) Handles ScissorsDisp.Click

    Dim i As Integer = generatedNumber()

    PlayerspickDisp.Image = My.Resources.Scissors

    If i = 1 Then

        WinorLoseDisp.Image = My.Resources.Red_Color
        CompSelctDisp.Image = My.Resources.Rock
        losescore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Lose")

    ElseIf i = 2 Then

        WinorLoseDisp.Image = My.Resources.Green_Color
        CompSelctDisp.Image = My.Resources.Paper
        winscore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Win")

    ElseIf i = 3 Then

        WinorLoseDisp.Image = My.Resources.White_Color
        CompSelctDisp.Image = My.Resources.Scissors
        tiescore += 1 'gets incremented by 1
        WinorLoses.Text = ("Its a Tie")

    End If

    RockDisp.Enabled = False 'Does not allows interactions between the button and the
player
    PaperDisp.Enabled = False 'Does not allows interactions between the button and the
player
    ScissorsDisp.Enabled = False 'Does not allows interactions between the button and the
player
    LoseDisp.Text = losescore
    WinDisp.Text = winscore
    TieDisp.Text = tiescore

    Dim t As Integer = losescore + winscore + tiescore 'Adds all the score

    If t = 10 Then 'checks is the total no. of trys is 10

        If Val(LoseDisp.Text) > Val(WinDisp.Text) Then

            Me.Close() 'Closes Itself
            Lose.Show() 'Shows Lose forms

        ElseIf Val(LoseDisp.Text) < Val(WinDisp.Text) Then

            Me.Close() 'Closes Itself
            Win.Show() 'Shows Win forms

        End If

    End If

End Sub

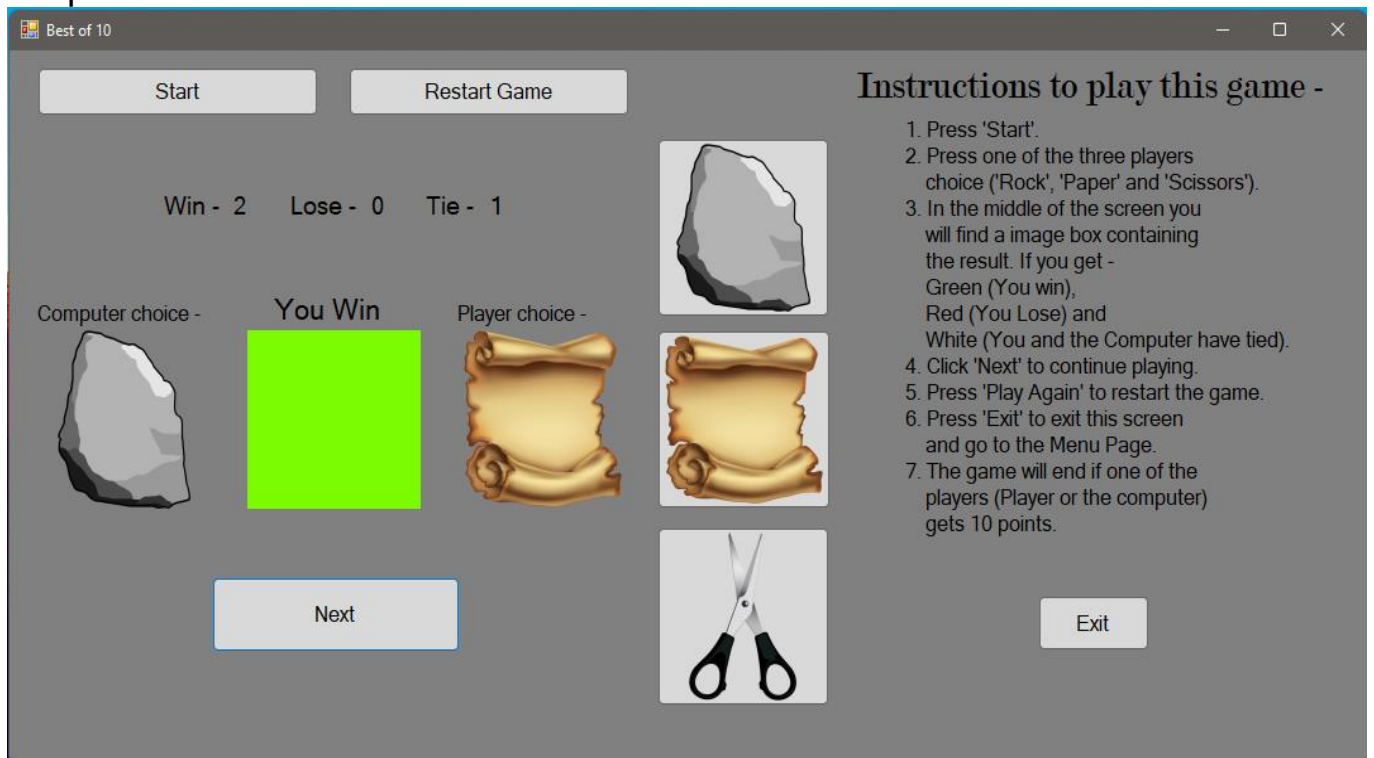
Private Sub Exitbttn_Click(sender As Object, e As EventArgs) Handles Exitbttn.Click

    Me.Close() 'Closes Itself
    RPSTMenuue.Show() 'Shows Menu forms
```

End Sub

End Class

## Output-





## Best of 15 page-

```
Public Class Bestof15
```

```
Dim i As Integer 'Declares variable i as integer
Dim winscore As Integer = 0 'Declares variable winscore as integer = 0
Dim losescore As Integer = 0 'Declares variable losescore as integer = 0
Dim tiescore As Integer = 0 'Declares variable tiescore as integer = 0

Function generatedNumber() As Integer

    Dim computernum As New Random() 'Declaring variable computernum as a random digit
    Dim i As Integer = computernum.Next(3) + 1 'Declareing variable i as a random digit
    (1, 2, 3)
    Return i 'Returning i

End Function
```

```
Private Sub Bestof15_Load(sender As Object, e As EventArgs) Handles MyBase.Load
```

```
Restartbtn.Visible = False 'Setting visibility to none
RockDisp.Visible = False 'Setting visibility to none
PaperDisp.Visible = False 'Setting visibility to none
ScissorsDisp.Visible = False 'Setting visibility to none
Nextbtn.Visible = False 'Setting visibility to none
CompSelctDisp.Visible = False 'Setting visibility to none
WinDisp.Visible = False 'Setting visibility to none
WinorLoseDisp.Visible = False 'Setting visibility to none
WinorLoses.Visible = False 'Setting visibility to none
Winscr.Visible = False 'Setting visibility to none
LoseDisp.Visible = False 'Setting visibility to none
Losescr.Visible = False 'Setting visibility to none
TieDisp.Visible = False 'Setting visibility to none
Tiescr.Visible = False 'Setting visibility to none
playerchoice1bl.Visible = False 'Setting visibility to none
Computerchoice1bl.Visible = False 'Setting visibility to none
```

```
End Sub
```

```
Private Sub Startbtn_Click(sender As Object, e As EventArgs) Handles Startbtn.Click
```

```
Restartbtn.Visible = True 'Setting visibility to visible
RockDisp.Visible = True 'Setting visibility to visible
PaperDisp.Visible = True 'Setting visibility to visible
ScissorsDisp.Visible = True 'Setting visibility to visible
Nextbtn.Visible = True 'Setting visibility to visible
CompSelctDisp.Visible = True 'Setting visibility to visible
WinDisp.Visible = True 'Setting visibility to visible
WinorLoseDisp.Visible = True 'Setting visibility to visible
WinorLoses.Visible = True 'Setting visibility to visible
Winscr.Visible = True 'Setting visibility to visible
LoseDisp.Visible = True 'Setting visibility to visible
Losescr.Visible = True 'Setting visibility to visible
TieDisp.Visible = True 'Setting visibility to visible
Tiescr.Visible = True 'Setting visibility to visible
playerchoice1bl.Visible = True 'Setting visibility to visible
Computerchoice1bl.Visible = True 'Setting visibility to visible
```

```
End Sub
```

```
Private Sub Nextbtn_Click(sender As Object, e As EventArgs) Handles Nextbtn.Click
```

```
RockDisp.Enabled = True 'Allows interactions between the button and the player
PaperDisp.Enabled = True 'Allows interactions between the button and the player
```

```
        ScissorsDisp.Enabled = True 'Allows interactions between the button and the player

End Sub

Private Sub Restartbttb_Click(sender As Object, e As EventArgs) Handles Restartbttb.Click

    winscore = 0 'initialiseing the variable to 0
    losescore = 0 'initialiseing the variable to 0
    tiescore = 0 'initialiseing the variable to 0

    LoseDisp.Text = losescore
    WinDisp.Text = winscore
    TieDisp.Text = tiescore

End Sub

Private Sub RockDisp_Click(sender As Object, e As EventArgs) Handles RockDisp.Click

    Dim i As Integer = generatedNumber()

    PlayerspickDisp.Image = My.Resources.Rock

    If i = 1 Then

        WinorLoseDisp.Image = My.Resources.White_Color
        CompSelctDisp.Image = My.Resources.Rock
        tiescore += 1 'gets incremented by 1
        WinorLoses.Text = ("Its a Tie")

    ElseIf i = 2 Then

        WinorLoseDisp.Image = My.Resources.Red_Color
        CompSelctDisp.Image = My.Resources.Paper
        losescore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Lose")

    ElseIf i = 3 Then

        WinorLoseDisp.Image = My.Resources.Green_Color
        CompSelctDisp.Image = My.Resources.Scissors
        winscore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Win")

    End If

    RockDisp.Enabled = False 'Does not allows interactions between the button and the
player
    PaperDisp.Enabled = False 'Does not allows interactions between the button and the
player
    ScissorsDisp.Enabled = False 'Does not allows interactions between the button and the
player

    LoseDisp.Text = losescore
    WinDisp.Text = winscore
    TieDisp.Text = tiescore

    Dim t As Integer = losescore + winscore + tiescore 'Adds all the score

    If t = 15 Then 'checks is the total no. of trys is 15

        If Val(LoseDisp.Text) > Val(WinDisp.Text) Then

            Me.Close() 'Closes Itself
            Lose.Show() 'Shows Lose forms

        ElseIf Val(LoseDisp.Text) < Val(WinDisp.Text) Then
```

```
        Me.Close() 'Closes Itself
        Win.Show() 'Shows Win forms

    End If

End If

End Sub

Private Sub PaperDisp_Click(sender As Object, e As EventArgs) Handles PaperDisp.Click

    Dim i As Integer = generatedNumber()

    PlayerspickDisp.Image = My.Resources.Paper

    If i = 1 Then

        WinorLoseDisp.Image = My.Resources.Green_Color
        CompSelctDisp.Image = My.Resources.Rock
        winscore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Win")

    ElseIf i = 2 Then

        WinorLoseDisp.Image = My.Resources.White_Color
        CompSelctDisp.Image = My.Resources.Paper
        tiescore += 1 'gets incremented by 1
        WinorLoses.Text = ("Its a Tie")

    ElseIf i = 3 Then

        WinorLoseDisp.Image = My.Resources.Red_Color
        CompSelctDisp.Image = My.Resources.Scissors
        losescore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Lose")

    End If

    RockDisp.Enabled = False 'Does not allows interactions between the button and the
player
    PaperDisp.Enabled = False 'Does not allows interactions between the button and the
player
    ScissorsDisp.Enabled = False 'Does not allows interactions between the button and the
player
    LoseDisp.Text = losescore
    WinDisp.Text = winscore
    TieDisp.Text = tiescore

    Dim t As Integer = losescore + winscore + tiescore 'Adds all the score

    If t = 15 Then 'checks is the total no. of trys is 15

        If Val(LoseDisp.Text) > Val(WinDisp.Text) Then

            Me.Close() 'Closes Itself
            Lose.Show() 'Shows Lose forms

        ElseIf Val(LoseDisp.Text) < Val(WinDisp.Text) Then

            Me.Close() 'Closes Itself
            Win.Show() 'Shows Win forms

        End If

    End If

End If
```

End Sub

```
Private Sub ScissorsDisp_Click(sender As Object, e As EventArgs) Handles ScissorsDisp.Click
```

```
    Dim i As Integer = generatedNumber()
```

```
    PlayerspickDisp.Image = My.Resources.Scissors
```

```
    If i = 1 Then
```

```
        WinorLoseDisp.Image = My.Resources.Red_Color
```

```
        CompSelctDisp.Image = My.Resources.Rock
```

```
        losescore += 1 'gets incremented by 1
```

```
        WinorLoses.Text = ("You Lose")
```

```
    ElseIf i = 2 Then
```

```
        WinorLoseDisp.Image = My.Resources.Green_Color
```

```
        CompSelctDisp.Image = My.Resources.Paper
```

```
        winscore += 1 'gets incremented by 1
```

```
        WinorLoses.Text = ("You Win")
```

```
    ElseIf i = 3 Then
```

```
        WinorLoseDisp.Image = My.Resources.White_Color
```

```
        CompSelctDisp.Image = My.Resources.Scissors
```

```
        tiescore += 1 'gets incremented by 1
```

```
        WinorLoses.Text = ("Its a Tie")
```

```
    End If
```

```
    RockDisp.Enabled = False 'Does not allows interactions between the button and the player
```

```
    PaperDisp.Enabled = False 'Does not allows interactions between the button and the player
```

```
    ScissorsDisp.Enabled = False 'Does not allows interactions between the button and the player
```

```
    LoseDisp.Text = losescore
```

```
    WinDisp.Text = winscore
```

```
    TieDisp.Text = tiescore
```

```
    Dim t As Integer = losescore + winscore + tiescore 'Adds all the score
```

```
    If t = 15 Then 'checks is the total no. of trys is 15
```

```
        If Val(LoseDisp.Text) > Val(WinDisp.Text) Then
```

```
            Me.Close() 'Closes Itself
```

```
            Lose.Show() 'Shows Lose forms
```

```
        ElseIf Val(LoseDisp.Text) < Val(WinDisp.Text) Then
```

```
            Me.Close() 'Closes Itself
```

```
            Win.Show() 'Shows Win forms
```

```
        End If
```

```
    End If
```

End Sub

```
Private Sub Exitbttn_Click(sender As Object, e As EventArgs) Handles Exitbttn.Click
```

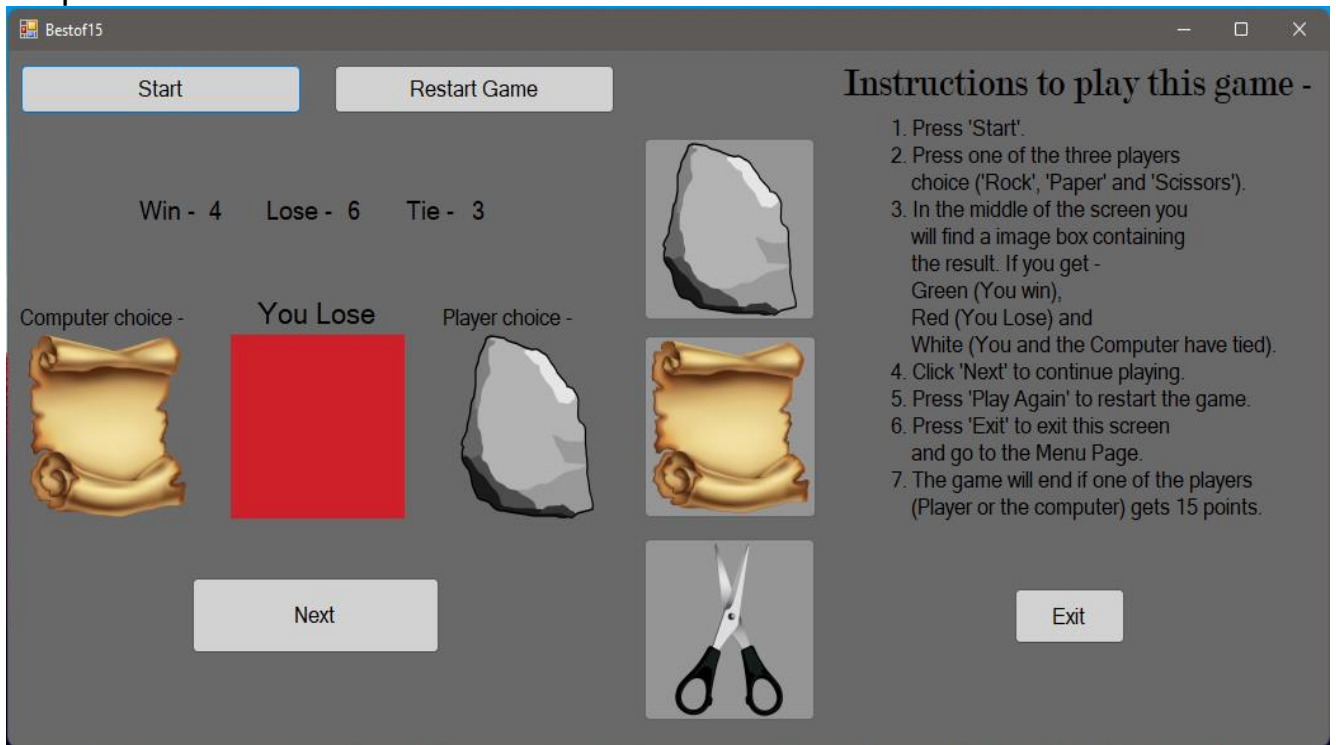
```
    Me.Close() 'Closes Itself
```

```
    RPSTMenuue.Show() 'Shows Menu forms
```

End Sub

End Class

## Output-



## Unlimited page-

```
Public Class Unlimited
```

```
Dim i As Integer 'Declares variable i as integer
Dim winscore As Integer = 0 'Declares variable winscore as integer = 0
Dim losescore As Integer = 0 'Declares variable losescore as integer = 0
Dim tiescore As Integer = 0 'Declares variable tiescore as integer = 0

Function generatedNumber() As Integer

    Dim computernum As New Random() 'Declaring variable computernum as a random digit
    Dim i As Integer = computernum.Next(3) + 1 'Declareing variable i as a random digit
(1, 2, 3)
    Return i 'Returning i

End Function
```

```
Private Sub Unlimited_Load(sender As Object, e As EventArgs) Handles MyBase.Load
```

```
Restartbtn.Visible = False 'Setting visibility to none
RockDisp.Visible = False 'Setting visibility to none
PaperDisp.Visible = False 'Setting visibility to none
ScissorsDisp.Visible = False 'Setting visibility to none
Nextbtn.Visible = False 'Setting visibility to none
CompSelctDisp.Visible = False 'Setting visibility to none
WinDisp.Visible = False 'Setting visibility to none
WinorLoseDisp.Visible = False 'Setting visibility to none
WinorLoses.Visible = False 'Setting visibility to none
Winscr.Visible = False 'Setting visibility to none
LoseDisp.Visible = False 'Setting visibility to none
Losescr.Visible = False 'Setting visibility to none
TieDisp.Visible = False 'Setting visibility to none
Tiescr.Visible = False 'Setting visibility to none
playerchoice1bl.Visible = False 'Setting visibility to none
Computerchoice1bl.Visible = False 'Setting visibility to none
```

```
End Sub
```

```
Private Sub Startbtn_Click(sender As Object, e As EventArgs) Handles Startbtn.Click
```

```
Restartbtn.Visible = True 'Setting visibility to visible
RockDisp.Visible = True 'Setting visibility to visible
PaperDisp.Visible = True 'Setting visibility to visible
ScissorsDisp.Visible = True 'Setting visibility to visible
Nextbtn.Visible = True 'Setting visibility to visible
CompSelctDisp.Visible = True 'Setting visibility to visible
WinDisp.Visible = True 'Setting visibility to visible
WinorLoseDisp.Visible = True 'Setting visibility to visible
WinorLoses.Visible = True 'Setting visibility to visible
Winscr.Visible = True 'Setting visibility to visible
LoseDisp.Visible = True 'Setting visibility to visible
Losescr.Visible = True 'Setting visibility to visible
TieDisp.Visible = True 'Setting visibility to visible
Tiescr.Visible = True 'Setting visibility to visible
playerchoice1bl.Visible = True 'Setting visibility to visible
Computerchoice1bl.Visible = True 'Setting visibility to visible
```

```
End Sub
```

```
Private Sub Nextbtn_Click(sender As Object, e As EventArgs) Handles Nextbtn.Click
```

```
RockDisp.Enabled = True 'Allows interactions between the button and the player
PaperDisp.Enabled = True 'Allows interactions between the button and the player
```

```
        ScissorsDisp.Enabled = True 'Allows interactions between the button and the player

End Sub

Private Sub Restartbtt_Click(sender As Object, e As EventArgs) Handles Restartbtt.Click

    winscore = 0 'initialiseing the variable to 0
    losescore = 0 'initialiseing the variable to 0
    tiescore = 0 'initialiseing the variable to 0

    LoseDisp.Text = losescore
    WinDisp.Text = winscore
    TieDisp.Text = tiescore

End Sub

Private Sub RockDisp_Click(sender As Object, e As EventArgs) Handles RockDisp.Click

    Dim i As Integer = generatedNumber()

    PlayerspickDisp.Image = My.Resources.Rock

    If i = 1 Then

        WinorLoseDisp.Image = My.Resources.White_Color
        CompSelctDisp.Image = My.Resources.Rock
        tiescore += 1 'gets incremented by 1
        WinorLoses.Text = ("Its a Tie")

    ElseIf i = 2 Then

        WinorLoseDisp.Image = My.Resources.Red_Color
        CompSelctDisp.Image = My.Resources.Paper
        losescore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Lose")

    ElseIf i = 3 Then

        WinorLoseDisp.Image = My.Resources.Green_Color
        CompSelctDisp.Image = My.Resources.Scissors
        winscore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Win")

    End If

    RockDisp.Enabled = False 'Does not allows interactions between the button and the
player
    PaperDisp.Enabled = False 'Does not allows interactions between the button and the
player
    ScissorsDisp.Enabled = False 'Does not allows interactions between the button and the
player
    LoseDisp.Text = losescore
    WinDisp.Text = winscore
    TieDisp.Text = tiescore

End Sub

Private Sub PaperDisp_Click(sender As Object, e As EventArgs) Handles PaperDisp.Click

    Dim i As Integer = generatedNumber()

    PlayerspickDisp.Image = My.Resources.Paper

    If i = 1 Then

        WinorLoseDisp.Image = My.Resources.Green_Color
```

```
        CompSelctDisp.Image = My.Resources.Rock
        winscore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Win")

    ElseIf i = 2 Then

        WinorLoseDisp.Image = My.Resources.White_Color
        CompSelctDisp.Image = My.Resources.Paper
        tiescore += 1 'gets incremented by 1
        WinorLoses.Text = ("Its a Tie")

    ElseIf i = 3 Then

        WinorLoseDisp.Image = My.Resources.Red_Color
        CompSelctDisp.Image = My.Resources.Scissors
        losescore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Lose")

    End If

    RockDisp.Enabled = False 'Does not allows interactions between the button and the
player
    PaperDisp.Enabled = False 'Does not allows interactions between the button and the
player
    ScissorsDisp.Enabled = False 'Does not allows interactions between the button and the
player
    LoseDisp.Text = losescore
    WinDisp.Text = winscore
    TieDisp.Text = tiescore

End Sub

Private Sub ScissorsDisp_Click(sender As Object, e As EventArgs) Handles
ScissorsDisp.Click

    Dim i As Integer = generatedNumber()

    PlayerspickDisp.Image = My.Resources.Scissors

    If i = 1 Then

        WinorLoseDisp.Image = My.Resources.Red_Color
        CompSelctDisp.Image = My.Resources.Rock
        losescore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Lose")

    ElseIf i = 2 Then

        WinorLoseDisp.Image = My.Resources.Green_Color
        CompSelctDisp.Image = My.Resources.Paper
        winscore += 1 'gets incremented by 1
        WinorLoses.Text = ("You Win")

    ElseIf i = 3 Then

        WinorLoseDisp.Image = My.Resources.White_Color
        CompSelctDisp.Image = My.Resources.Scissors
        tiescore += 1 'gets incremented by 1
        WinorLoses.Text = ("Its a Tie")

    End If

    RockDisp.Enabled = False 'Does not allows interactions between the button and the
player
    PaperDisp.Enabled = False 'Does not allows interactions between the button and the
player
```



```
ScissorsDisp.Enabled = False 'Does not allows interactions between the button and the
player
LoseDisp.Text = losescore
WinDisp.Text = winscore
TieDisp.Text = tiescore

End Sub

Private Sub Exitbtn_Click(sender As Object, e As EventArgs) Handles Exitbtn.Click

    If Val(LoseDisp.Text) > Val(WinDisp.Text) Then

        Me.Close() 'Closes Itself
        Lose.Show() 'Shows Lose forms

    ElseIf Val(LoseDisp.Text) < Val(WinDisp.Text) Then

        Me.Close() 'Closes Itself
        Win.Show() 'Shows Lose forms

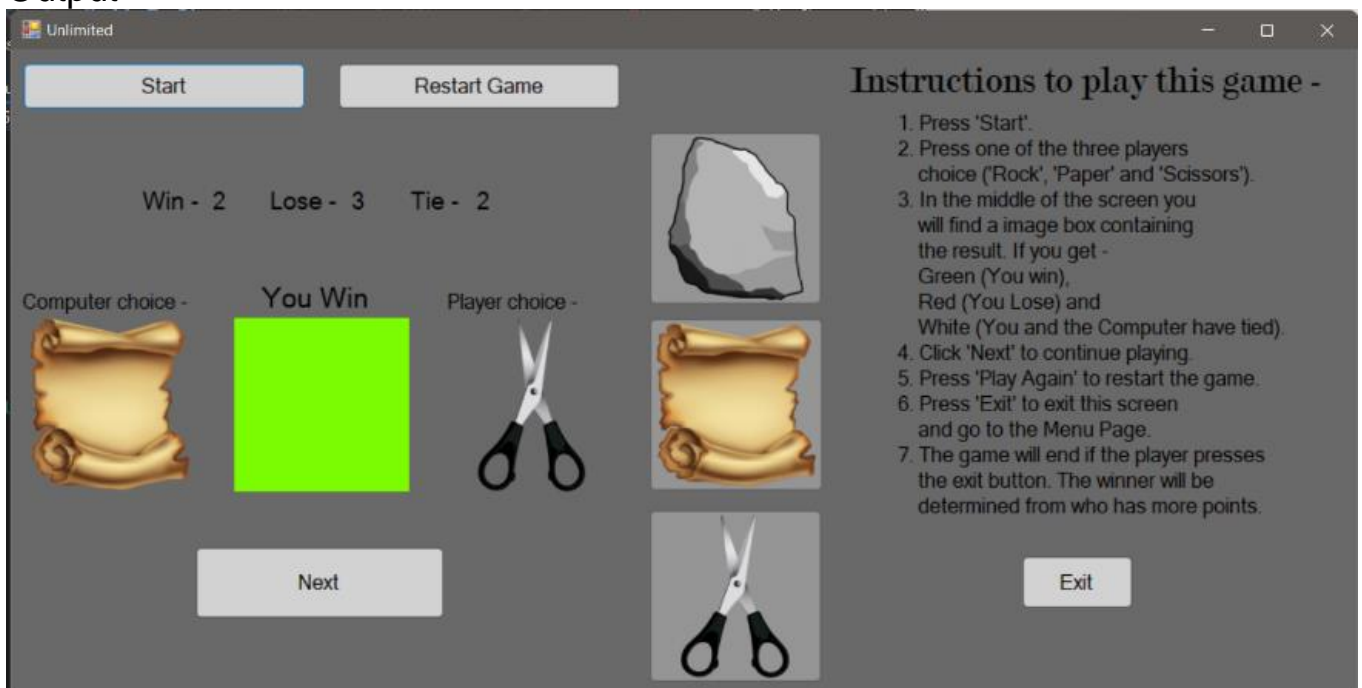
    End If

    Me.Close() 'Closes Itself

End Sub

End Class
```

## Output-



## Won page-

```
Public Class Win
    Private Sub BacktoMenuebttb_Click(sender As Object, e As EventArgs) Handles
        BacktoMenuebttb.Click

        Me.Close() 'Closes the form
        RPSMenue.Show() 'Shows the menu form

    End Sub
End Class
```

## Output-



## Lost page-

```
Public Class Lose
```

```
    Private Sub BacktoMenuebtt_Click(sender As Object, e As EventArgs) Handles  
BacktoMenuebtt.Click
```

```
        Me.Close() 'Closes the form  
        RPSMenue.Show() 'Shows the menu form
```

```
    End Sub
```

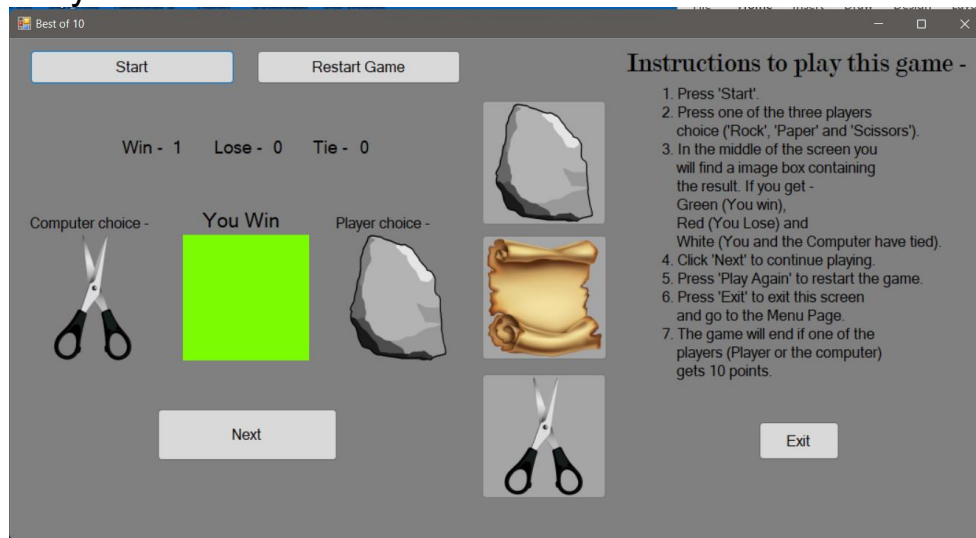
```
End Class
```

## Output-

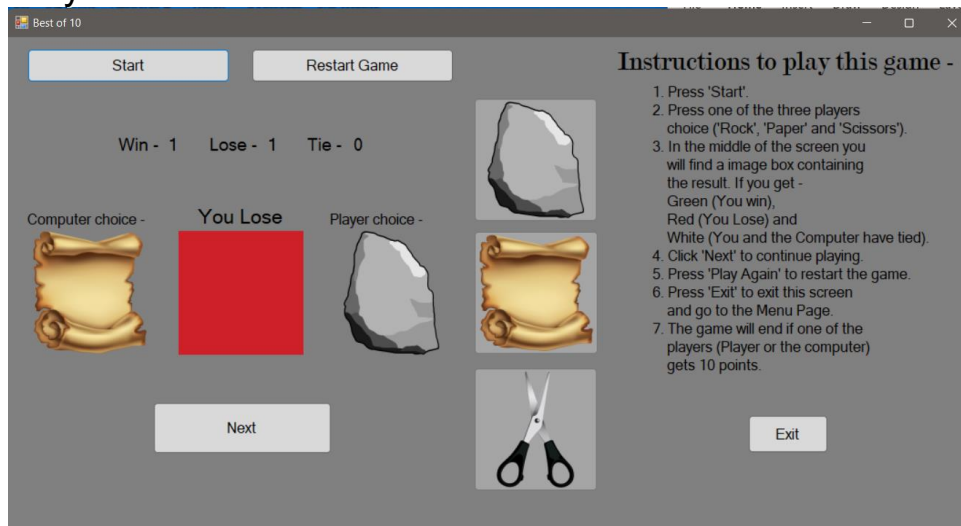


## Screenshot evidence

This is the evidence for '**Best of 10**' –  
When you "**Win**"



When you "**Lose**"



When you "**Tie**"

