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Program For Stone-Paper-Scissor In C

**Code:**

#include <stdio.h>

#include <stdlib.h>

#include <time.h>

// I used it because I want to srand function of this library to take return of pc

int return\_me(int r)

{

    srand(time(NULL)); //It is placing a seed

    return rand() % r;

}

int greater(char char1, char char2)

{ // Return 1 if c1>c2 otherwise 0 and if c1==c2 then return -1

    if (char1 == char2)

    {

        return -1;

    }

    if ((char1 == 'R') && (char2 == 'S'))

    {

        return 1;

    }

    else if ((char2 == 'R') && (char1 == 'S'))

    {

        return 0;

    }

    if ((char1 == 'P') && (char2 == 'R'))

    {

        return 1;

    }

    else if ((char2 == 'P') && (char1 == 'R'))

    {

        return 0;

    }

    if ((char1 == 'S') && (char2 == 'P'))

    {

        return 1;

    }

    else if ((char2 == 'S') && (char1 == 'P'))

    {

        return 0;

    }

}

int main()

{

    int temp;

    char player, computer;

    char dist[] = {'R', 'P', 'S'};

    int compScore = 0, playerScore = 0;

    printf("Welcome to the Game (Rock-Paper-Scissor) \n\n");

    for (int i = 0; i < 3; i++)

    {

        printf("Round %d \n\n", i + 1);

        //Taking Player 1's Input

        printf("Player 1's Turn; \n");

        printf("Choose 1 for Stone, 2 For Paper and 3 For Scissor \n");

        scanf("%d", &temp);

        getchar();

        player = dist[temp - 1];

        printf("\nYou had Choosed: %c \n\n", player);

        //Generating Computers input

        printf("Computer's Turn; \n");

        printf("Choose 1 for Stone, 2 For Paper and 3 For Scissor \n");

        temp = return\_me(2) + 1;

        computer = dist[temp - 1];

        printf("\nComputer had Choosed: %c \n\n", computer);

        // comparing the Scores

        if (greater(computer, player) == 1)

        {

            compScore += 1;

            printf("Computer Got it!! \n\n");

        }

        else if (greater(computer, player) == -1)

        {

            compScore += 1;

            playerScore += 1;

            printf("Both Got the point, its Draw!! \n\n");

        }

        else

        {

            playerScore += 1;

            printf("You Got it!! \n");

        }

    }

    printf("Player Points: %d :: \t Computer: %d \n", playerScore, compScore);

    // printf("The random number b/w 0 to 3 is: %d", return\_me(2));

    if (playerScore > compScore)

    {

        printf("\nYou Win \n");

    }

    else if (playerScore < compScore)

    {

        printf("\nComputer Win \n");

    }

    else

    {

        printf("\nIts a Draw \n");

    }

    return 0;

}

**Output:**

Welcome to the Game (Rock-Paper-Scissor)

Round 1

Player 1's Turn;

Choose 1 for Stone, 2 For Paper and 3 For Scissor

2

You had Choosed: P

Computer's Turn;

Choose 1 for Stone, 2 For Paper and 3 For Scissor

Computer had Choosed: P

Both Got the point, its Draw!!

Round 2

Player 1's Turn;

Choose 1 for Stone, 2 For Paper and 3 For Scissor

3

You had Choosed: S

Computer's Turn;

Choose 1 for Stone, 2 For Paper and 3 For Scissor

Computer had Choosed: R

Computer Got it!!

Round 3

Player 1's Turn;

Choose 1 for Stone, 2 For Paper and 3 For Scissor

2

You had Choosed: P

Computer's Turn;

Choose 1 for Stone, 2 For Paper and 3 For Scissor

Computer had Choosed: R

You Got it!!

Player Points: 2 :: Computer: 2

Its a Draw