

```
1 package Basic;
2
3 import java.util.Scanner;
4 import java.util.Random;
5
6 /* 0 = rock
7     1 = paper
8     2 = scissor
9 */
10 public class RockPaperScissor {
11     public static void main(String[] args) {
12         Scanner sc = new Scanner(System.in);
13         Random rand = new Random();
14         int a = rand.nextInt((byte)3);
15
16
17         byte b = sc.nextByte();
18         if(a==b){
19             System.out.println("DRAW ENTER AGAIN");
20             while(a==b){
21                 a=rand.nextInt();
22                 b=sc.nextByte();}
23         }
24         if(a==1){
25             System.out.println("COMPUTER CHOOSE PAPER");
26         }
27         else if(a==0){
28             System.out.println("COMPUTER CHOOSE ROCK");
29         }
30         else if(a==2){
31             System.out.println("COMPUTER CHOOSE SCISSOR");
32         }
33         if(b==1){
34             System.out.println("YOU CHOOSE PAPER");
35         }
36         else if(b==0){
37             System.out.println("YOU CHOOSE ROCK");
38         }
39         else if(b==2){
40             System.out.println("YOU CHOOSE SCISSOR");
41         }
42         if(a==0 && b==1){
43             System.out.println("YOU WON!!!");
44         }
45         else if(a==1 && b==2){
46
```

```
47         System.out.println("YOU WON!!!");
48     }
49     else if(a ==2 && b==0 ){
50         System.out.println("YOU WON!!!");
51     }
52
53     else{
54         System.out.println("YOU LOOSE!!!");
55     }
56 }
57
58 }
59 }
60
61
```