Flowchart of StonePaperScissorsGame

Start

Initialize variables

array Declered

user

Systemin

match result

Display
"Enter your choice\n0. Stone\n1. Paper\n2. Scissors"

Display
Please enter a
valid choice (0, 1, or 2

False

userchoice >= 3
userchoice < 0
:?

True

userchoice >= 3
|| userchoice < 0

true

false

switch (user choice)

Case 0:   false   Case 1:   false   Case 2 :   false

true   true   true

You chose: Stone   You chose: Paper   You chose: Scissors   NULL

switch (random IntBound)

Case 0:   false   Case 1:   false   Case 2:   false

true   true   true

System chose:Stone   System chose:Paper   System chose: Scissors   NULL

is
!((userchoice == 0&& randomIntBound == 2)
(userchoice == 1 &&randomIntBound == 0)
(userchoice == 2&& randomIntBound == 1))
:?

true

Display
"YOU WIN"

false

is
userchoice == randomIntBound
:?

true

"MATCH TIED";

false

Display
SYSTEM WINS

Display
"Do you want to stop or continue?
\n1.continue \n2. Stop"

if (ch == 2)
:
?

true

break

Display
History

Stop