Stone Paper Scissors Game

A simple Stone-Paper-Scissors game implemented in Java, where the user plays against the system. The game provides options to play multiple rounds and keeps track of game history, including each round's choices and results. It also displays an overall winner based on cumulative scores.

Features

- Allows the user to choose between "Stone," "Paper," or "Scissors."

- Randomly generates the system's choice.

- Tracks each round's outcome (User Wins, System Wins, or Match Tied).

- Provides an option to continue playing or stop after each round.

- Displays a complete game history at the end of the game session.

- Declares the overall winner based on the number of rounds won by each player.

❖ How to Play

1. Run the program.

2. Enter a choice:

   - `0` for Stone

   - `1` for Paper

   - `2` for Scissors

3. The system randomly generates its own choice.

4. The result of the round is displayed.

5. Choose to continue or stop:

   - `1` to continue

   - `2` to stop

6. Once the game is stopped, the complete game history and the overall winner are displayed.

❖ Code Explanation

✓ Random Choice Generation: The system's choice is generated randomly using the `Random` class.
✓ User Input: The user inputs their choice, validated to ensure correct values.
✓ Game Logic: Uses conditional checks to determine the winner for each round.
• Stone beats Scissors
• Paper beats Stone
• Scissors beat Paper

Game History**: Stores each round's choices and results in arrays (`user`, `Systemin`, `matchresult`) for later display.

Game Summary**: At the end of the game, a summary table of all rounds is shown, along with the overall result.

Example Output

Enter your choice

0. Stone

1. Paper

2. Scissors :

1

You chose: Paper

System chose: Scissors

SYSTEM WINS

Do you want to stop or continue?

1. continue

2. Stop

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Game History

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Round	Userchoice	Systemchoice	Result
1	Paper	Scissors	SYSTEM WINS
2	Stone	Stone	MATCH TIED
3	Scissors	Paper	YOU WIN
...			

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Overall System Wins

❖ Requirements

- Java Development Kit (JDK) 8 or higher

Running the Program

1. Compile the program:

   javac StonePaperScissorsGame.java

2. Run the program:

   java StonePaperScissorsGame