

## ACKNOWLEDGEMENT

We are greatly indebted to our mini project guide **Ms.Nitu L Pariyal** for her able guidance throughout this work. It has been an altogether different experience to work with her and we would like to thank her for her help, suggestions and numerous discussions.

We gladly take this opportunity to thank **Dr.Mrs. Rajurkar A. M.** (Head of Computer Science & Engineering, MGM' s College of Engineering, Nanded).

We are heartily thankful to **Dr. Mrs. Lathkar G. S.** (Director, MGM's College of Engineering, Nanded) for providing facility during progress of mini project in java, also for her kindly help, guidance and inspiration. Last but not least we are also thankful to all those who help directly or indirectly to develop this mini project and complete it successfully.

With Deep Reverence,

Aditya Bandewar

## **ABSTRACT**

This project implements a console-based "Stone, Paper, Scissors" game in Java, where a user competes against the computer. The game operates through multiple rounds, with both players (user and system) selecting one of the three choices: Stone, Paper, or Scissors. The computer's choice is determined randomly using Java's `Random` class, while the user inputs their choice via the console. The game then evaluates the winner of each round based on traditional game rules: stone crushes scissors, scissors cut paper, and paper covers stone. This implementation allows the user to play multiple rounds, with the game history (including both choices and results) stored and displayed at the end. Arrays are used to store the user's choice, system's choice, and the result of each round. A score tracker keeps count of the overall wins, losses, and ties. The game continues until the user decides to stop by choosing the exit option. This project demonstrates core programming concepts such as control flow, input validation, loops, random number generation, arrays, and basic decision-making in Java, making it suitable for beginner-level programmers.

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