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CPSC 1011-100 and CPSC 1010-002  
Lab05–Part2  
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Collaboration Statement: Erin Litzler, CPSC 1010-002

Declare Variables

Number of Games

User score

Computer score

Ties

Print start of game statement

Prompt user for number of games to be played

For each game in number of games specified:

Declare variables:

User input (character: R, P, or S)

Random Choice (integer)

Computer choice (character, R, P, or S)

Prompt user for input choice and store input

Generate random choice 0-2

If random choice is 0, computer choice is Rock

If random choice is 1, computer choice is Paper

If random choice is 2, computer choice is Scissors

Case for user input as Rock:

If computer input is Paper

Add 1 to Computer score

Print Computer chose Paper, You lose

If computer input is Scissors:

Add 1 to User Score

Print Computer chose Scissors, You win

Else add 1 to tie

Print Computer chose Rock, you tie

Case for user input as Paper:

If computer input is Scissors

Add 1 to Computer score

Print Computer chose Scissors, You lose

If computer input is Rock:

Add 1 to User Score

Print Computer chose Rock, You win

Else add 1 to tie

Print Computer chose Paper, You tie

Case for user input as Scissors:

If computer input is Rock

Add 1 to Computer score

Print Computer chose Rock, You lose

If computer input is Paper

Add 1 to User Score

Print Computer chose Paper, You win

Else add 1 to tie

Print Computer chose Scissors, You tie

Default switch statement

Print scores

\*Exit loop

Print that the game is complete and that the final score is:

Print You: User score

Print Computer: computer score

Print Tie: number of ties