

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <time.h>
4 int game(char ptr1, char computer)
5 {
6     if (ptr1 == computer)
7     {
8         return 0;
9     }
10
11     if (ptr1 == 'k' && computer == 'p')
12     {
13         return 1;
14     }
15
16     else if (ptr1 == 'p' && computer == 'k')
17     {
18         return -1;
19     }
20
21     if (ptr1 == 'p' && computer == 's')
22     {
23         return 1;
24     }
25
26     else if (ptr1 == 's' && computer == 'p')
27     {
28         return -1;
29     }
30
31     if (ptr1 == 's' && computer == 'k')
32     {
33         return 1;
34     }
35
36     else if (ptr1 == 'k' && computer == 's')
37     {
38         return -1;
39     }
40     else
41     {
42         printf(" \n \n You put a invalid statement");
43     }
44 }
45 int main()
46 {
47     char player1[100];
48     char str1;
49     char comp;
50     int random;
51     char *play1 = player1;
52     srand(time(0));
53     random = (rand() % 100) + 1;
54     printf(" \n -:STONE PAPER SCISSOR GAME:- \n \n");
55     printf("<= RULES => \n \n");
56     printf("...This is a multiplayer game... \n");
57     printf(" \nPaper, roll stone..Scissor, cut paper..Stone, break scissor.. \n
58 \n");
59     printf("So, between scissor and paper, scissor win.. \n \n");
60     printf("Between paper and stone, paper win... \n \n");
```

```
60 printf("Between stone and scissor, stone win... \n \n");
61 printf(" \nEnter s for stone..");
62 printf(" \n \nEnter p for paper..");
63 printf(" \n \nEnter k for scissor..");
64 printf(" \n \nEnter your name - ");
65 gets(play1);
66 printf(" \nEnter your choise %s - ", play1);
67 scanf("%c", &str1);
68 if (random <= 30)
69 {
70     comp = 's';
71 }
72 else if (random > 30 && random <= 60)
73 {
74     comp = 'p';
75 }
76 else
77 {
78     comp = 'k';
79 }
80
81 printf(" \n %s choise - %c and comp choise - %c", play1, str1, comp);
82
83 int result = game(str1, comp);
84 if (result == 0)
85 {
86     printf("\n \n Game drawn");
87 }
88 else if (result == 1)
89 {
90     printf("\n \n Congratulation!! %s, you won the game..", play1);
91 }
92 else
93 {
94     printf(" \n \n Sorry!! %s, you lose the game.. ", play1);
95 }
96
97 return 0;
98 }
99 }
```