int num[10][4] = {

{0, 0, 0, 0},

{0, 0, 0, 1},

{0, 0, 1, 0},

{0, 0, 1, 1},

{0, 1, 0, 0},

{0, 1, 0, 1},

{0, 1, 1, 0},

{0, 1, 1, 1},

{1, 0, 0, 0},

{1, 0, 0, 1}

};

int stone1 = 0 , paper1 = 0, scisor1 = 0, stone2, paper2, scisor2, x = 0, y = 0 ;

int score1 = 0 , score2 = 0;

void setup() {

// put your setup code here, to run once:

pinMode(8, OUTPUT);

pinMode(9, OUTPUT);

pinMode(2, OUTPUT);

pinMode(3, OUTPUT);

pinMode(4, OUTPUT);

pinMode(5, OUTPUT);

pinMode(6, OUTPUT);

pinMode(7, OUTPUT);

pinMode(11, OUTPUT);

pinMode(12, OUTPUT);

digitalWrite(8, LOW);

digitalWrite(9, LOW);

digitalWrite(2, LOW);

digitalWrite(3, LOW);

digitalWrite(4, LOW);

digitalWrite(5, LOW);

digitalWrite(6, LOW);

digitalWrite(7, LOW);

update1(0);

update2(0);

}

void loop() {

// put your main code here, to run repeatedly:

player2();

player1();

update1(score1);

update2(score2);

if (x == 1 && y == 2)

{

if(score2 == 9 || score1 == 9){

score2 = 0;

score1 = 0;

}

update2(++score2);

update1(score1);

while (x == 1 && y == 2) {

player1();

player2();

led2();

}

}

if (x == 1 && y == 3) {

if(score2 == 9 || score1 == 9){

score2 = 0;

score1 = 0;

}

update1(++score1);

update2(score2);

while (x == 1 && y == 3) {

player1();

player2();

led1();

}

}

if (x == 2 && y == 1) {

if(score2 == 9 || score1 == 9){

score2 = 0;

score1 = 0;

}

update1(++score1);

update2(score2);

while (x == 2 && y == 1) {

player1();

player2();

led1();

}

}

if (x == 2 && y == 3) {

if(score2 == 9 || score1 == 9){

score2 = 0;

score1 = 0;

}

update2(++score2);

update1(score1);

while (x == 2 && y == 3) {

player1();

player2();

led2();

}

}

if (x == 3 && y == 1) {

if(score2 == 9 || score1 == 9){

score2 = 0;

score1 = 0;

}

update2(++score2);

update1(score1);

while (x == 3 && y == 1) {

player1();

player2();

led2();

}

}

if (x == 3 && y == 2) {

if(score2 == 9 || score1 == 9){

score2 = 0;

score1 = 0;

}

update1(++score1);

update2(score2);

while (x == 3 && y == 2) {

player1();

player2();

led1();

}

}

update1(score1);

update2(score2);

delay(600);

}

void update1(int index) {

digitalWrite(8, num[index][3]);

digitalWrite(9, num[index][2]);

digitalWrite(2, num[index][1]);

digitalWrite(3, num[index][0]);

}

void update2(int index) {

digitalWrite(4, num[index][3]);

digitalWrite(5, num[index][2]);

digitalWrite(6, num[index][1]);

digitalWrite(7, num[index][0]);

}

int player1() {

update1(score1);

update2(score2);

stone1 = analogRead(A0);

Serial.print("stone1=");

Serial.println(stone1);

paper1 = analogRead(A1);

Serial.print("paper1=");

Serial.println(paper1);

scisor1 = analogRead(A2);

Serial.print("scisor1=");

Serial.println(scisor1);

if (stone1 == 0 && paper1 != 0 && scisor1 != 0) {

x = 1;

}

else if (paper1 == 0 && stone1 != 0 && scisor1 != 0) {

x = 2;

}

else if (scisor1 == 0 && stone1 != 0 && paper1 != 0) {

x = 3;

}

else {

x = 0;

}

return x;

}

int player2() {

update1(score1);

update2(score2);

stone2 = analogRead(A3);

Serial.print("stone2=");

Serial.println(stone2);

paper2 = analogRead(A4);

Serial.print("paper2=");

Serial.println(paper2);

scisor2 = analogRead(A5);

Serial.print("scisor2=");

Serial.println(scisor2);

if (stone2 == 0 && paper2 != 0 && scisor2 != 0) {

y = 1;

}

else if (paper2 == 0 && stone2 != 0 && scisor2 != 0) {

y = 2;

}

else if (scisor2 == 0 && stone2 != 0 && paper2 != 0) {

y = 3;

}

else {

y = 0;

}

return y;

}

void led1() {

digitalWrite(11, HIGH);

delay(500);

digitalWrite(11, LOW);

}

void led2() {

digitalWrite(12, HIGH);

delay(500);

digitalWrite(12, LOW);

}

boolean check(){

if(analogRead(A0)>0 || analogRead(A1)>0 ||analogRead(A2)>0 ||analogRead(A3)>0 ||analogRead(A4)>0 ||analogRead(A5)>0 ||analogRead(A6)>0 ){

return true;

}

return false; }