#include<stdio.h>

#include<stdlib.h>

#include<string.h>

int main() {

char user,y, Y,play;

bool play\_again;

enum choice {ROCK, PAPER, SCISSORS};

choice select;

printf("Would you like to play Rock, Paper, Scissors? (y or n): ");

scanf("%c",&play);

if(play == 'y' || play == 'Y'){

play\_again = true;

}

while(play\_again != false){

printf("\n \n Rock, Paper, or Scissors? ('r', 'p', or 's'): " );

scanf("%c",&user);

scanf("%c",&user);

printf("\n");

if (user == 'r' || user == 'R'){

select = ROCK;

}

else if (user == 'p' || user == 'P'){

select = PAPER;

}

else if (user == 's' || user == 'S'){

select = SCISSORS;

}

else {

printf(" You have chosen wrong option.\n");

printf("\nRock, Paper, or Scissors? ('r', 'p', or 's'): " );

scanf("%c",&user);

}

// Computer's inbuild function for random selection

int computer = rand();

computer = rand() % 3;

choice cpu\_select;

if (computer == 0){

cpu\_select = ROCK;

}

else if (computer == 1){

cpu\_select = PAPER;

}

else if (computer == 2){

cpu\_select = SCISSORS;

}

if(select==0)

printf("\n \nYour selection is : ROCK \n");

else if(select==1)

printf("\n \nYour selection is :PAPER \n");

else

printf("\n \nYour selection is :SCISSORS\n");

if(computer==0)

printf("\n \nComputer selection is : ROCK \n");

else if(computer==1)

printf("\n \nComputer selection is :PAPER \n");

else

printf("\n \nComputer selection is :SCISSORS\n");

bool you\_win = false;

if (cpu\_select == select){

printf("\n Oh!, Game tied .\n");

}

else if ((select == ROCK && cpu\_select == SCISSORS) || (select == PAPER && cpu\_select==ROCK)||(select == SCISSORS && cpu\_select==ROCK))

{

printf(" \n Congratulations, You won the game. \n" );

}

else {

printf("\n Sorry, You lost the game . \n");

}

printf( " \n Would you like to play again?: \n");

scanf("%s",&play);

if (play == 'n' || play == 'N'){

play\_again = false;

}

else if (play == 'y' || play == 'Y'){

}

}

return 0;

}