

```
1 using System.Security.Cryptography.X509Certificates;
2
3 namespace rockPaperScissors
4 {
5     public partial class Form1 : Form
6     {
7         //Programmer: Aaron Yoon
8         //date 12/5/22
9         //project rock paper scissors simulation
10
11
12
13     public Form1()
14     {
15         InitializeComponent();
16     }
17
18     private void Form1_Load(object sender, EventArgs e)
19     {
20         togglePlayer2();
21     }
22
23     private void btnShoot_Click(object sender, EventArgs e)
24     {
25         DialogResult resultAnswer = new DialogResult();
26
27         resultAnswer = MessageBox.Show("You sure?", "dill pickle",
28                                     MessageBoxButtons.YesNo);
29
30         if(resultAnswer == DialogResult.Yes)
31         {
32             displayPics1();
33             togglePlayer1();
34             togglePlayer2();
35         }
36
37
38     }
39
40
41     private void btnQuit_Click(object sender, EventArgs e)
42     {
43         this.Close();
44     }
45
46     private string displayPics1()
47     {
48         //picPlayer1.Visible = true;
```

```
49         if (radRock1.Checked)
50         {
51             picPlayer1.Image = picRock.Image;
52             return "rock";
53         }
54
55         else if (radPaper1.Checked)
56         {
57             picPlayer1.Image = picPaper.Image;
58             return "paper";
59         }
60
61         else if (radScissors1.Checked)
62         {
63             picPlayer1.Image = picScissors.Image;
64             return "scissors";
65         }
66
67         else if (radSpock1.Checked)
68         {
69             picPlayer1.Image = picSpock.Image;
70             return "spock";
71         }
72
73         else if (radLizard1.Checked)
74         {
75             picPlayer1.Image = picLizard.Image;
76             return "lizard";
77         }
78         else
79             return null;
80
81     }
82
83     private string displayPics2()
84     {
85         //picPlayer2.Visible = true;
86         if (radRock2.Checked)
87         {
88             picPlayer2.Image = picRock.Image;
89             return "rock";
90         }
91
92         else if (radPaper2.Checked)
93         {
94             picPlayer2.Image = picPaper.Image;
95             return "paper";
96         }
97     }
```

```
98
99     else if (radScissors2.Checked)
100     {
101         picPlayer2.Image = picScissors.Image;
102         return "scissors";
103     }
104
105     else if (radSpock2.Checked)
106     {
107         picPlayer2.Image = picSpock.Image;
108         return "spock";
109     }
110
111     else if (radLizard2.Checked)
112     {
113         picPlayer2.Image = picLizard.Image;
114         return "lizard";
115     }
116     else
117         return null;
118
119 }
120
121
122 private void reset()
123 {
124     picPlayer1.Image = null;
125     picPlayer2.Image = null;
126
127     //grpBxHand2.Visible = true;
128     //picPlayer2.Visible = true;
129     //btnChoose2.Enabled = true;
130
131     grpBxHand1.Visible = true;
132     picPlayer1.Visible = true;
133     btnChoose1.Enabled = true;
134 }
135
136 private void grpBxHand_Enter(object sender, EventArgs e)
137 {
138
139 }
140
141 private void togglePlayer1()
142 {
143     if(grpBxHand1.Visible == true)
144     {
145         grpBxHand1.Visible = false;
146         picPlayer1.Visible = false;
```

```
147         btnChoose1.Enabled= false;
148     }
149     else if(grpBxHand1.Visible == false)
150     {
151         grpBxHand1.Visible = true;
152         picPlayer1.Visible = true;
153         btnChoose1.Enabled = true;
154     }
155 }
156
157 private void togglePlayer2()
158 {
159     if (grpBxHand2.Visible == true)
160     {
161         grpBxHand2.Visible = false;
162         picPlayer2.Visible = false;
163         btnChoose2.Enabled = false;
164     }
165     else if (grpBxHand2.Visible == false)
166     {
167         grpBxHand2.Visible = true;
168         picPlayer2.Visible = true;
169         btnChoose2.Enabled = true;
170     }
171 }
172
173 private void btnChoose2_Click(object sender, EventArgs e)
174 {
175     DialogResult resultAnswer = new DialogResult();
176
177     resultAnswer = MessageBox.Show("You sure?", "dill pickle",
178                                     MessageBoxButtons.YesNo);
179
180     if (resultAnswer == DialogResult.Yes)
181     {
182         displayPics2();
183         togglePlayer2();
184     }
185 }
186
187 private void btnReveal_Click(object sender, EventArgs e)
188 {
189     picPlayer1.Visible = true;
190     picPlayer2.Visible = true;
191
192
193 }
194
```

```
195     private void chooseWinner(string choice1, string choice2)
196     {
197         string verdict = null;
198         if (choice1 == choice2)
199             verdict = "Tie!";
200         else if ((choice1 == "rock" && choice2 == "scissors") ||
201                 (choice2 == "rock" && choice1 == "scissors"))
202             verdict = "dill";
203     }
204
205     private void btnReset_Click(object sender, EventArgs e)
206     {
207         reset();
208     }
209 }
210 }
```