import java.util.Scanner;

import java.util.Random;

public class Main

{

public static void main(String[] args) {

Scanner sc = new Scanner(System.in); //declaring scanner class to take inputs

Random rand = new Random(); //declaring random class

//loop until user want to quit

while(true) {

System.out.println("\n1.Rock\n2.Paper\n3.Scissor");

System.out.print("Enter your choice: ");

int userChoice = sc.nextInt(); //input userChoice

String userSelection = ""; //to store user choice

String computerSelection = ""; //to store computer choice

//store respective elements to user userSelection based on user choice

if(userChoice == 1) {

userSelection = "Rock";

}

else if(userChoice == 2) {

userSelection = "Paper";

}

else if(userChoice == 3) {

userSelection = "Scissor";

}

else{

System.out.println("Invalid user choice!!");

break;

}

int computerChoice = rand.nextInt(3)+1; //generate random number between 1 and 3

//store respective elements to user computerSelection based on computer choice

if(computerChoice == 1) {

computerSelection = "Rock";

}

else if(computerChoice == 2) {

computerSelection = "Paper";

}

else if(computerChoice == 3) {

computerSelection = "Scissor";

}

System.out.println("\nUser Choosed " + userSelection);

System.out.println("Computer Choosed " + computerSelection);

//chcek if both choices are same

if(userChoice == computerChoice) {

System.out.println("\nGame tie!!");

continue;

}

//check if user wins

else if((userChoice == 1 && computerChoice == 3) || (userChoice == 2 && computerChoice == 1) || (userChoice == 3 && computerChoice == 2)) {

System.out.println("\nCongrats!! You Won!!");

}else { //else computer wins

System.out.println("\nComputer Won!!");

}

char choice;

System.out.print("\nDo ypu eant to continue(Y or N): ");

choice = sc.next().charAt(0); //input choice

//break if choice is not Y or y

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

continue;

}else {

break;

}

}

}

}