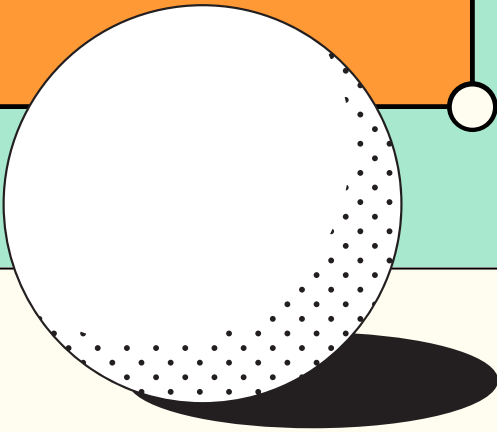


# BATO BATO PICK!

OUR FAVORITE  
CHILDHOOD GAME  
NOW HAS A FUN  
PROGRAM  
ADAPTATION!



## HOW TO PLAY:

A player will go against the program and will choose one of the three shapes, namely: bato, gunting and papel. The program will uphold the same rules the traditional game has and give the player the same experience.

## HISTORY

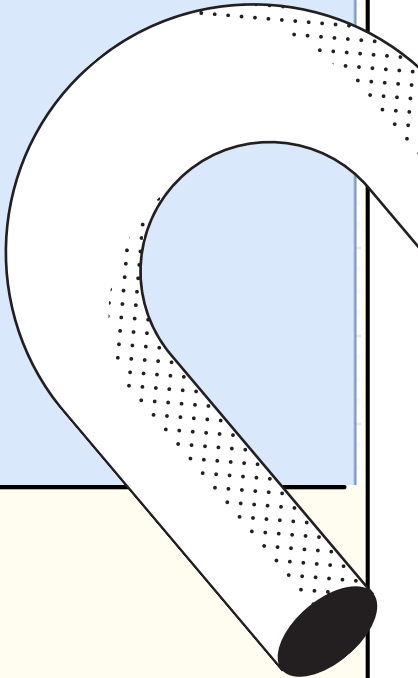
As we go further in our COMPROG course, we were tasked to make a program that exhibits our knowledge of computer programming. Upon thinking of a topic, we decided to relive the game we grew up playing and make a virtual adaptation.

## Rules:

- BATO beats GUNTING.
- GUNTING beats PAPEL.
- PAPEL beats BATO.
- SAME shape means DRAW.

## INPUT-OUTPUT-PROCESS

INPUT	PROCESSING	OUTPUT
DECISION	<p>PROCESSING ITEMS:</p> <p>DECISION, COMPUTER,RESULT, N FUNCTION GAME</p> <p>ALGORITHM</p> <p>1. Calculate for RANDOM NUMBER</p> <p>2.Divide RANDOM NUMBER BY 100 and STORE it to VARIABLE N</p> <p>3.Calculate IF N is less than 33 COMPUTER will STORE B. and IF N is greater than 33 and less than 66 COMPUTER will STORE G. ELSE COMPUTER will STORE P.</p> <p>4.Prompt for DECISION</p> <p>5.CALL FUNCTION GAME and STORE it to RESULT</p> <p>6. IF result is equal to -1 display result. ELSE IF result is equal to 1 display result. ELSE display result.</p> <p>7. display your DECISION and COMPUTER</p>	RESULT, DECISION, COMPUTER



## MESSAGE FROM THE CREATORS:

Express your utmost support as we make the most memorable childhood game for Filipinos available as a code and program!

