Follow the directions below:

Write a program that is like the popular game titled “Rock-Paper-Scissors.” The program should randomly generate the number of 1, 2, or 3 with 1 being Rock, 2 being Paper, and 3 being Scissors. This will be the computer’s selection in the game. Then, the program should prompt the user to enter a value of 1, 2, or 3. This will be the user’s selection in the game. Next, the program should display a clear readable message displaying both the computer’s selection, the user’s selection, and the results of the game played.

**Assignment Requirements and Grading:**

* This assignment is due by **Sunday, 11:59 p.m., CST**.
* Add the necessary documentation as described in [Documentation Requirements](https://cyberactive.bellevue.edu/bbcswebdav/xid-99483471_4) [Click for more options](https://cyberactive.bellevue.edu/webapps/blackboard/content/listContent.jsp?course_id=_534132_1&content_id=_16476572_1&mode=reset#contextMenu) .
* Submit your .java file(s) by clicking on the Assignment Link above, then scroll down to the Upload Files section and click on Browse Local Files. Select your assignment file(s), add any links as appropriate, add the URL to your GitHub repository in the comments area, then click on Submit.
* Create (if you haven't already) a directory in CSD-402 named module-2.
* Save your java file(s) to your CSD/CSD-402/module-2 directory. Stage, commit and then push the file(s) to your GitHub repository.
  + Click on the following link for instructions: [GitHub Stage, Commit, and Push.pdf](https://cyberactive.bellevue.edu/bbcswebdav/xid-101703982_4) [Click for more options](https://cyberactive.bellevue.edu/webapps/blackboard/content/listContent.jsp?course_id=_534132_1&content_id=_16476572_1&mode=reset#contextMenu)
* To view or print the grading rubric for this assignment, click on the following link: [Programming Rubric](https://content.bellevue.edu/cst/csd/rubricprogrammingv2.pdf).