Module 3.2 Assignment:

Rock – Paper – Scissors

contents of RockPaperScissors.java:

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*\* CSD-320-J318 Programming with Java (2245-DD)*

*\* Module 3.2 Assignment:*

*\* Write a program that is similar to the popular game titled “Rock-Paper-Scissors.”*

*\* The program randomly generates the number of 1, 2, or 3 with 1 being Rock, 2 being Paper, and 3 being Scissors.*

*\* Then, the program is to prompt the user to enter a value of 1, 2, or 3.*

*\* Next, the program displays a clear readable message displaying both the computer’s selection,*

*\* the user’s selection, and the results.*

*\* version 2*

\*/

// *Attemptiong to use maven, take 2 still my own domain*

package *win*.*shadowverse*;

import *java*.*util*.*Scanner*;

import *java*.*util*.*Random*;

*public* *class* RockPaperScissors {

*public* *static* void main(String[] args) {

        Scanner scanner = new Scanner(System.*in*);

        Random random = new Random();

        //*Welcome message*

        System.*out*.println("Welcome to the front Helldiver\nAn evil Automaton robot has chllenged you to:");

        System.*out*.println("\n\tROCK - PAPER - SCISSORS");

        //*Start of main loop*

        while (true) {

            // *Print options*

            System.*out*.println("Make your deomcratic choice:");

            System.*out*.println("1. Rock");

            System.*out*.println("2. Paper");

            System.*out*.println("3. Scissors");

            System.*out*.println("4. Quit");

            int userChoice = scanner.nextInt();

            if (userChoice < 1 || userChoice > 4) {

                System.*out*.println("Invalid choice. Do I need to report you to the democracy officer!");

                System.*out*.println("Enter a number between 1 and 4.");

                continue;

            }

            if (userChoice == 4) {

                System.*out*.println("Thanks for spreading managed democracy. Goodbye!");

                break;

            }

            String[] factors = {"Rock", "Paper", "Scissors"};

            int robotChoice = (random.nextInt(3) + 1); // *Generates a random number between 1 and 3*

            System.*out*.println("You have chosen: " + factors[userChoice - 1]);

            System.*out*.println("The Evil Automaton robot chose: " + factors[robotChoice - 1]);

            // *Determine the winner*

            if (userChoice == robotChoice) {

                System.*out*.println("It's a Tie... are you a robot sympatizer?");

            } else if ((userChoice == 1 && robotChoice == 2) ||

                       (userChoice == 2 && robotChoice == 3) ||

                       (userChoice == 3 && robotChoice == 1)) {

                System.*out*.println("The Automatons win, report to your democracy officer!");

            } else {

                System.*out*.println("You have won, continue spreading managed democracy!");

            }

        }

        scanner.close();

    }

}

GitHub repository:

<https://github.com/erosales48/csd/blob/master/csd-320/Module-3/module3_2/src/main/java/win/shadowverse/RockPaperScissors.java>

Example 1:

A screenshot of a computer

Description automatically generated

Example 2:

A screen shot of a computer

Description automatically generated