1. **using** System;
2. **using** System.Collections.Generic;
3. **using** System.Linq;
4. **using** System.Text;
5. **using** System.Threading.Tasks;
7. **namespace** ROCKPAPERSCISSORS
8. {
9. **class** Program
10. {
11. **static** **void** Main(**string**[] args)
12. {
13. **string** inputPlayer, inputCPU;
14. **int** randomInt;
16. **bool** playAgain = **true**;
18. **while** (playAgain)
19. {
21. **int** scorePlayer = 0;
22. **int** scoreCPU = 0;
24. **while** (scorePlayer < 3 && scoreCPU < 3)
25. {

28. Console.Write("Choose between ROCK, PAPER and SCISSORS:    ");
29. inputPlayer = Console.ReadLine();
30. inputPlayer = inputPlayer.ToUpper();
32. Random rnd = new Random();
34. randomInt = rnd.Next(1, 4);
36. **switch** (randomInt)
37. {
38. **case** 1:
39. inputCPU = "ROCK";
40. Console.WriteLine("Computer chose ROCK");
41. **if** (inputPlayer == "ROCK")
42. {
43. Console.WriteLine("DRAW!!**\n\n**");
44. }
45. **else** **if** (inputPlayer == "PAPER")
46. {
47. Console.WriteLine("PLAYER WINS!!**\n\n**");
48. scorePlayer++;
49. }
50. **else** **if** (inputPlayer == "SCISSORS")
51. {
52. Console.WriteLine("CPU WINS!!**\n\n**");
53. scoreCPU++;
54. }
55. **break**;
56. **case** 2:
57. inputCPU = "PAPER";
58. Console.WriteLine("Computer chose PAPER");
59. **if** (inputPlayer == "PAPER")
60. {
61. Console.WriteLine("DRAW!!**\n\n**");
62. }
63. **else** **if** (inputPlayer == "ROCK")
64. {
65. Console.WriteLine("CPU WINS!!**\n\n**");
66. scoreCPU++;
67. }
68. **else** **if** (inputPlayer == "SCISSORS")
69. {
70. Console.WriteLine("PLAYER WINS!!**\n\n**");
71. scorePlayer++;
72. }
73. **break**;
74. **case** 3:
75. inputCPU = "SCISSORS";
76. Console.WriteLine("Computer chose SCISSORS");
77. **if** (inputPlayer == "SCISSORS")
78. {
79. Console.WriteLine("DRAW!!**\n\n**");
80. }
81. **else** **if** (inputPlayer == "ROCK")
82. {
83. Console.WriteLine("PLAYER WINS!!**\n\n**");
84. scorePlayer++;
85. }
86. **else** **if** (inputPlayer == "PAPER")
87. {
88. Console.WriteLine("CPU WINS!!**\n\n**");
89. scoreCPU++;
90. }
91. **break**;
92. **default**:
93. Console.WriteLine("Invalid entry!");
94. **break**;
95. }
97. Console.WriteLine("**\n\n**SCORES:**\t**PLAYER:**\t**{0}**\t**CPU:**\t**{1}",scorePlayer, scoreCPU);
99. }
101. **if** (scorePlayer == 3)
102. {
103. Console.WriteLine("Player WON!");
104. }
105. **else** **if** (scoreCPU == 3)
106. {
107. Console.WriteLine("CPU WON!");
108. }
109. **else**
110. {
112. }
114. Console.WriteLine("Do you want to play again?(y/n)");
115. **string** loop = Console.ReadLine();
116. **if** (loop == "y")
117. {
118. playAgain = **true**;
119. Console.Clear();
120. }
121. **else** **if** (loop == "n")
122. {
123. playAgain = **false**;
124. }
125. **else**
126. {
128. }
130. }
131. }
132. }
133. }