

Gavin McRoy

Lab: C1011-100-005 Lecture: CPSC 1010-100

Lab 05 – Part 2

9/24/2019

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Set gamesToPlay to 0

Set userChoice to ''

Set makeMyLifeEasier to 0

Set playerScore to 0

Set computerScore to 0

Set ties to 0

Write("Starting the CPSC 1011 Rock, Paper, Scissors Game!")

Write("Enter the amount of games you want to play")

Read into gamesToPlay

While(Games remaining is greater than 0)

//---Start

Write(Enter R for rock, P for paper, or S for scissors: ")

Read userChoice

Convert User Choice into a Capital Letter (to-upper)

Set random = to a random val 0-2

//---Turns random number into a character

if(random equals 0)

Set makeMyLifeEasier to 'R'

Else if(random equals 1)

Set makeMyLifeEasier to 'S'

Else if(random equals 2)

Set makeMyLifeEasier to 'P'

else

Set makeMyLifeEasier to ''

//---What the computer chose

if (makeMyLifeEasier equals 'R')

Write("The computer chose rock. ")

else if (makeMyLifeEasier equals 'S')

Write("The computer chose scissors. ")

```

else if (makeMyLifeEasier equals 'P')
    Write("The computer chose paper. ")
else
    Write("Bad stuff happened")

//---All scenarios where the computer wins

if (makeMyLifeEasier equals 'R' AND userChoice equals 'S') {
    Write("You lose.")
    computerScore++
} else if (makeMyLifeEasier equals 'S' AND userChoice equals 'P') {
    Write("You lose.")
    computerScore++
} else if (makeMyLifeEasier equals 'P' AND userChoice equals 'R') {
    Write("You lose.")
    computerScore++
} else if (makeMyLifeEasier equals userChoice) {
    Write("You tied.")
    ties++
}

//---All scenarios where the player wins

if (userChoice equals 'R' AND makeMyLifeEasier equals 'S')
    Write("You win! ")
    playerScore++
else if (userChoice equals 'S' AND makeMyLifeEasier equals 'P')
    Write("You win! ")
    playerScore++
else if (userChoice equals 'P' AND makeMyLifeEasier equals 'R') {
    Write("You win! ")
    playerScore++

gamesToPlay--

//---End

//---Display scores

if (playerScore > 0)
    Write(playerScore)
if (computerScore > 0)

```

```
    Write(computerScore)
if (ties > 0)
    Write(ties)
```

```
Write("The is complete. The final scores are" )
printf(playerScore)
printf(computerScore)
printf(ties)
return 0
```