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\* CSC 153  
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\* This program will run a game of rock, paper, scissors, lizard and Spock.  
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Start.

This program will get user input in the form of a clicked image.

After choosing an image, the image is assigned as a variable and is passed to the method, ‘winner’.

The program calls the method ‘winner’, and creates an object for a random number 1-5 and get/show the second form.

Display results.

Prompt the user to play again or exit the game.

End.