**Rock, Paper, or Scissors**

Rock paper scissors is a classic two player game. Each player chooses either rock, paper, or scissors. The items are compared, and whichever player chooses the more powerful item wins.

The possible outcomes are:

* Rock destroys scissors.
* Scissors cut paper.
* Paper covers rock.
* If there’s a tie, then the game ends in a draw.

**Code:**

const getUserChoice = userInput => {

userInput = userInput.toLowerCase();

if (userInput === 'rock' || userInput === 'paper' || userInput === 'scissors' || userInput === 'bomb'){

return userInput;

}

else {

console.log('Error') ;

}

}

//console.log(getUserChoice('scissors'));

function getComputerChoice () {

const ComputerChoice = Math.floor(Math.random() \* 7);

switch (ComputerChoice) {

case 0 : return 'rock';

break;

case 1 : return 'paper';

break;

case 2 : return 'scissors';

break;

default: return 'paper';

break;

}

}

//console.log(getComputerChoice()) ;

function determineWinner (userChoice , computerChoice) {

if(userChoice === 'bomb')

return 'User Won';

else {

if(userChoice === computerChoice)

return 'Tie';

// user choice = rock

if (userChoice === 'rock') {

if (computerChoice === 'paper')

return 'Computer Won';

else

return 'User Won' ;

}

// user choice = paper

if (userChoice === 'paper'){

if (computerChoice === 'scissors')

return 'Computer Won';

else if (computerChoice === 'rock')

return 'User Won';

}

}

// user choice = scissors

if (userChoice === 'scissors'){

if (computerChoice === 'rock')

return 'Computer Won';

else if (computerChoice === 'paper')

return 'User Won';

}

}

//console.log(determineWinner('paper', 'scissors')) ;

const playGame = () => {

// Enter user choice :

const userChoice = getUserChoice('bomb');

const computerChoice = getComputerChoice();

console.log('You threw: ' + userChoice);

console.log('The computer threw: ' + computerChoice);

console.log(determineWinner(userChoice, computerChoice));

};

playGame();