<h1 align=center >T1A11-Rock-Paper-Scissors-Ivan.html</h2>

<input type=button value="Rock" onclick="{

document.myOutcome = ''

document.myRandom = Math.floor(Math.random()\*3)+1

if (document.myRandom == 1){

document.myOutcome = 'Tie'

}

if (document.myRandom == 2){

document.myOutcome = 'Win'

}

if (document.myRandom == 3){

document.myOutcome = 'Lose'

}

document.getElementById('myOut').innerHTML = 'Rock ' +

document.myOutcome

}">

<input type=button value="Paper" onclick="{

document.myOutcome = ''

document.myRandom = Math.floor(Math.random()\*3)+1

if (document.myRandom == 2){

document.myOutcome = 'Tie'

}

if (document.myRandom == 3){

document.myOutcome = 'Win'

}

if (document.myRandom == 1){

document.myOutcome = 'Lose'

}

document.getElementById('myOut').innerHTML = 'Paper ' +

document.myOutcome

}">

<input type=button value="Scissors" onclick="{

document.myOutcome = ''

document.myRandom = Math.floor(Math.random()\*3)+1

if (document.myRandom == 3){

document.myOutcome = 'Tie'

}

if (document.myRandom == 1){

document.myOutcome = 'Win'

}

if (document.myRandom == 2){

document.myOutcome = 'Lose'

}

document.getElementById('myOut').innerHTML = 'Scissors ' +

document.myOutcome

}">

Attempts: <input type=text id="myAttempts" value=0>

<div id="myOut">Output here</div